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February 1995

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GARY HILDEBRANDT

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In this issue, we unravel a spine-tingling mystery that happened more than 3,000 years ago. Join us for a journey into the tomb of King Tut, an ancient Egyptian pharaoh. And find out—yuck!—how mummies were actually made.

hello



There's more mystery in store in our X-clusive story about the X-Men. These superheroes have soared for more than 30 years, and they're hotter than ever. We have the inside scoop on some X-Men mysteries that remain unsolved (or do they?). How do the X-Men chill? Take a look at D.A.'s X-Men Family Album, a must for collectors! Storm's my favorite!

What do Garth Brooks and Janet Jackson have in common? They're both winners of our Fourth Annual Music Awards. Your other favorites include Lisa Loeb, Ace of Base, Aerosmith, and All-4-One. Getta load of the D.A. Super Band on page 40—loud and wild!

Phyllis

*Mummies, mystery and music...
Have fun and Adventure On!*



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Gargoyles Sweepstakes
P.O. Box 82146, St. Paul, MN 55182

1. What are the names of the 5 Gargoyle Warriors?
 - A. John, Paul, George, Ringo and Bob
 - B. Goliath, Lexington, Hudson, Brooklyn and Broadway
 - C. Iago, Genie, Aladdin, Jasmine and Carpet
2. Gargoyles are medieval. When were the Middle Ages?
 - A. Around the time of black-and-white TV
 - B. Your parents' high school graduation
 - C. 476 to 1453 AD
3. What awakens the Gargoyles from their slumber?
 - A. Nightfall
 - B. A rooster
 - C. The Highland Fling

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*Purchase necessary. To enter, mail this form or a 2" x 3" sheet of paper with your name, address, age and answers to the above three questions to the Sweepstakes address above. Open to U.S. and Canadian residents 18 years of age or older at the time of entry. Entries must be received by March 15, 1995. Odds of winning depend on the number of entries received. Entrants agree to be bound by the Official Rules, which are available by sending a self-addressed stamped envelope to: Gargoyles Official Rules Request, P.O. Box 82146, St. Paul, MN 55182. All residents may mail one stamp. Please note that Canadian residents must correctly enclose a self-addressed stamped envelope in mailing a entry. Sponsored by Buena Vista Home Video, Burbank, California 91521. Printed in U.S.A. © Buena Vista Home Video.



zip code



Your letters, photos, and comments. (**Thanks!**)

CAT-ASTROPHE



Help! My mom loves cats, and I mean loves cats. She put up posters of cats in my room. She also got us about 30 cats. One of them has babies every day—nonstop! Oh, and she pets every cat in sight.

Pema Tara
Domingo-Barker, 8
Seattle,
Washington



what, NO POISON IVY?

This summer I went to camp and had the time of my life.

Then I saw [the movie] *Camp Nowhere*. The only reason I had more fun at the movies was because I **HATE** tennis, horses smell terrible, I **HATE** camping, and I got the world's worst case of stage **fright** before singing in the camp talent show. (I was so **NERVOUS**, I had to force myself to eat **spaghetti** dinner. I came very close to **vomiting** right before my cue.) Besides, Nathan Cavaleri [who stars in *Camp Nowhere*] has more talent than I expected. He's **AMAZING**! (Just a secret: I heard from a friend of mine that Nathan **blew up** his dad's speakers once!) **Lindsey Packer, 13, San Diego, California**

Bug Off!

My family has four people in it. My parents came from India. I go to India quite often and have a tan of fun, but the only problem is the awful mosquitoes. They bite you everywhere you go, and the bumps they create itch like crazy! Ever thought of creating a D.A. bug repellent? Those bloodsucking creatures are such a nuisance.
Priyam Tripathi, 12
San Jose, California



kid pics



Go, speed racer!
Abbie Tefft, 13, sent
this shot of her
brother, **Dave**, who's
a first-place winner in
snowcross. And that
'sno joke.



Peace, baby! **Michelle Blantan, 13,** and **Mary Carlisle, 13,** may be the gravest kids in Simpsonville, South Carolina.



Terrific trio. **Chris Carona,** 10 (middle), from Coral Springs, Florida, and his friends, **Matt Kachel** (left) and **Calin Kroll**, hang out on the water.



FRENCH TOAST PROFILE

NAME: Mia Williams

AGE: 12

HOMETOWN: Manna Del Rey, California

FAVORITE HOLIDAY: Any holiday when there's no school.

WORST NIGHTMARE: Mom reading my diary.

MOST EMBARRASSING MOMENT: When Scott kissed me in the school cafeteria.

FAVORITE MAGAZINE: Any magazine with perfume samples.

BIGGEST ACCOMPLISHMENT: Beating Dad in Monopoly.

GOAL IN LIFE: To own more property than Donald Trump.

CLOTHES: French Toast.

How to become the star of the next French Toast Profile.

You can become a French Toast Profile model (# between the ages of 2 and 14 & a U.S. or Canadian resident). No purchase necessary. 1,000 finalists for judging will be selected in a random drawing. To get a copy of the complete official rules please send a self addressed envelope to Rules (Contest #3), Become a French Toast Model, P.O. Box 787, Gibbstown, NJ 08027.

FOUR GRAND PRIZES

Four winners will: 1) Become a French Toast model and be eligible to be featured in future French Toast Profile ads. 2) Receive a one year representation agreement with Wilhelmina Models. 3) Receive a Compaq Personal Computer (ARV \$2,000).



25 1st PRIZES

A set of 25 comic books from DC Comics (ARV \$50).

25 2nd PRIZES

Monopoly Games from Parker Brothers. (ARV \$30)

100 3rd PRIZES

Barbie products from Mattel. (ARV \$30)

100 4th PRIZES

Mighty Morphin Power Ranger toys from Bandai. (ARV \$30)

100 5th PRIZES

Wilhelmina's World of Child Modeling Guide Book. (ARV \$15)

OFFICIAL ENTRY FORM

To enter please enclose entry form (or copy of entry form), photo of your child, and a descriptive profile utilizing the profile categories from the ad above. Send it to: Become a French Toast Model (Contest #3), P.O. Box 844, Gibbstown, NJ 08027. All entries must be received by July 15, 1996.

Name _____

Address _____

City/State _____ Zip Code _____

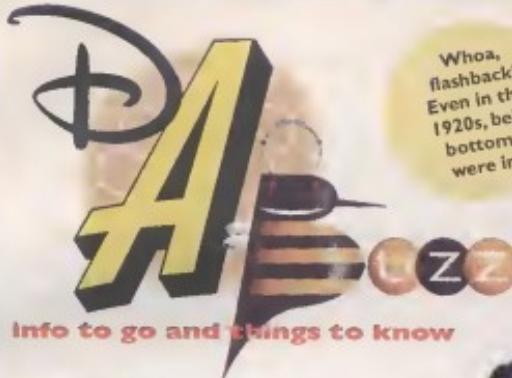
Telephone _____ Age _____

Date of Birth _____ Sex _____ Size _____

Date of Entry _____ Height _____ Weight _____

Clothes, footwear and accessories.
You don't eat 'em. You wear 'em.

**FRENCH
TOAST**



Whoa,
flashback!
Even in the
1920s, bell-
bottoms
were in!



SLANG PATROL

MORE READERS SPEAK!

Last September, we printed what you told us were the cool words to say. Here are a few more of our favorites from the D.A. mailbag:

Steel door: Any door you lock yourself out of. I had to ring the bell to get in, since I had a steel door.

Go fish! Go away! You're singing so loud! Go fish!

Brahom: A good friend. What's up, brahom?

Live in the now! Stop dreaming! Colin said he's going to be the new lead singer for Green Day. Live in the now!

Buya! (pronounced boo-ya)

Wow! Buya! We won the game!



drawn by
Vanessa
Hendrickson, 14
Port Jefferson,
New York

SLEEPY



Calilee Turpin said her 5th-grade class at Spokane Middle School in Highlandville, MO, was kewl! See for yourself:

	HOT	NOT
MUSIC	Smashing Pumpkins, "Mr. Jones" by Counting Crows, Ace of Base	Reba McEntire, G 'n' R
CLOTHES	Doc Martens, Shaq shoes, bell-bottoms	dorky, flowery stuff; all dresses except baby-doll dresses
SLANG	dude, homey, wazup?	nerd, howdy, tubular
CELEBS	Robin Williams, Reggie Miller, Michael Jordan	Steven Segal, Bruce Lee, Charles Barkley
GAMES/SPORTS	basketball, baseball, swimming	hockey, golf, mud wrestling
TV/MOVIES	<i>Mrs. Doubtfire, Lightning Jack, Home Alone 2</i>	<i>Jurassic Park, Sesame Street</i>
BOOKS	<i>There's a Girl in My Hammerlock, Black Beauty</i>	<i>James and the Giant Peach, Liddie, any Mark Twain books</i>

THE GÁME MASTER

Meet the best gamer in the world: 14-year-old Mark Guinane, from Manchester, Massachusetts. Mark competed against video gamers from around the world in the 1994 Blockbuster World Video Game Championship. Early last year, more than 250,000 kids from the U.S., the United Kingdom, Australia, Chile and Canada took part in competitions held at their local Blockbuster Video stores. One Sega and one Nintendo winner from each store went on to compete in the semifinals. From there, the 230 semifinalists traveled to Ft. Lauderdale, Florida, for the finals. After two days of intense play, one Nintendo and one Sega winner emerged. D.A. caught up with Mark just after he heard he was the Nintendo champ.

D.A.: How do you feel? Did you think you'd win?

M.G.: I'm tired, but excited. I knew I was going to do well, but I never thought I would win. I had to beat a lot of

really good players in some Super NES games that I'd never played before.

D.A.: How long have you been playing video games?

M.G.: Since I was five years old. To prepare for the finals, I played about five hours a day. But usually, during the school year, I play for one or two hours each day, once my homework is finished.

D.A.: What are your favorite Super NES games?

M.G.: My favorite game is Secret of Mana, a role-playing game. I also like Super Metroid and Star Fox.

D.A.: How long does it take you to master a game?

M.G.: A really tough game takes me three or four days to beat. Most games only take a day or so to master. The trick to beating a game is discovering where the power-ups are, learning how to use them and practicing. When you're playing against another person, it's important to discover quickly your opponent's patterns and strategies so you can predict what he or she will do next.

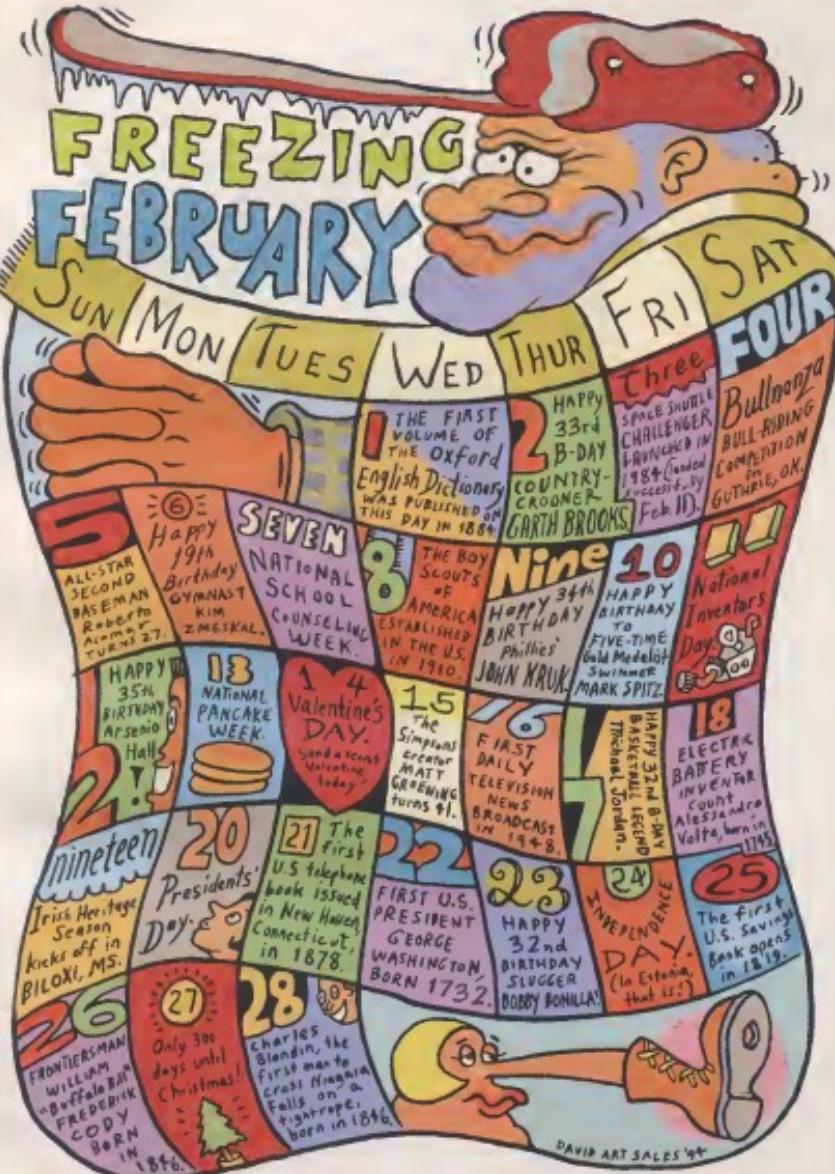
D.A.: What did you win?

M.G.: A trophy and a trip to San Francisco. I'll be digitized into a Nintendo video game called Strike Force, which is being

developed by Electronic Arts. I'll also get a tour of Capcom USA and get to be editor of a video game magazine for a day.

—Jason Rich







welcome to DISNEY ADVENTURES on

America Online!

If you think the D.A. magazine you're reading is mad-cool, you should check out our electronic version! *America Online* subscribers can:

- *Sneak a peek at the upcoming issue of DISNEY ADVENTURES a week before it goes on sale!**
- *Talk to staff members in the "D.A. Live" chat room every Monday, Wednesday and Friday from 5 to 6 p.m., EST.**
- *Enter DISNEY ADVENTURES' editorial contests just by clicking on an icon. (Imagine the money you'll save on stamps!)**
- *Post a message for the editors, try to stump Joe Rocket or beg for more of your favorite characters in the Comic Zone.**
- *Create your own folder and watch it fill up with messages from other D.A. readers!**
- *Bonus! You can read past issues of DISNEY ADVENTURES, subscribe to D.A. and more.**

HOW TO FIND US:

- 1 SIGN ON TO AMERICA ONLINE.**
- 2 CLICK "GO TO" ON THE MENU AND CHOOSE "KEYWORD."**
- 3 TYPE IN "DISNEY" AND CLICK ON "ENTER."**
- 4 CLICK ON "DISNEY ADVENTURES MAGAZINE" AND CLICK ON "ENTER."**



Your Guide to TV, Movies, Music and More

Joey
Zimmerman
seems well-suited
for the future.



Joey Zimmerman wants to be a member of a rock band, an inventor, and a bartender in a 1950s-style restaurant when he grows up. But for now, he'll settle for being an actor. Joey, 8, plays Ulysses on "Earth 2," the sci-fi show about living on a new planet 200 years from now.

"If I knew someone like Ulysses, I would try to help him," says Joey.

"I would like to explore new places like he does. But if I saw an alien, I would hide—unless, of course, he looked nice!"

Full House or WeIRD House?

ARE YOU LIVING IN A SITCOM? TAKE OUR TV QUIZ AND FIND OUT!



Does your family act like it's living in a sitcom?

Take our TV quiz and find out which sitcom family you fit in with—the Taylors of "Home Improvement," the Tanners of "Full House" or the Simpsons of (duh!) "The Simpsons."

1. Your li'l bro floods the bathroom. Your dad:

- a) calls a plumber.
- b) tries to fix it himself—with disastrous results.
- c) screams, "I didn't do it *this* time!" and runs.

2. Your neighbors:

- a) never leave your house.
- b) don't show their faces in public.
- c) are model citizens—of course, compared to your family, everyone is.

3. The most commonly heard expression around your house is:

- a) "How rude!"
- b) "Pleeeeease don't try to fix it yourself!"
- c) "Buuuuuuuuuurp!"



4. Your family's favorite pastime is:

- a) hugging.
- b) watching drag racing.
- c) playing "kick the can" with your neighbor's fine crystal glasses.

5. Your dad's famous for:

- a) being friendly with the entire town.
- b) trying to repair the entire town.
- c) blowing up the entire town.

6. When you get in trouble, your punishment is:

- a) getting sent to your room for a lecture.
- b) doing extra chores around the house.
- c) having to walk around behind your dad, cleaning up after him.

7. Chow time means:

- a) calm, intellectual family discussions.
- b) making fun of mom's cooking.
- c) food fight!

8. When family members are at a loss for words, they:

- a) quote cartoons.
- b) grunt.
- c) At a loss for words? Yeah, right!

9. Sibling rivalry in your house means:

- a) trying to keep your room the cleanest.
- b) ganging up on your youngest sibling.
- c) seeing who can steal the car first.

10. Your family can be described as:

- a) too cute!
- b) seminormal.
- c) puts the *fun* in dysfunctional.



Now figure out your score. Each time you answered *a*, give your family 1 point; for each *b*, 2 points; and for each *c*, 3 points. Then add them up.

TV Tally:

1-10 points: Your family is too perfect—just like the Tanners. Give your sister a big hug!

11-20 points: Your dad must like power tools. Unplug them all!

21-30 points: *Aye, carumba!* Go home to Springfield and try to stay out of trouble.

—*Ben Ferguson, Kim Lockhart, H. Brooke Primero and Liz Smith*



MOVIES

Dreamin',
schemin'
Kevin
Franklin

(played by comedian Sinbad) has a *big* problem. His dream: to be a millionaire by age 35. His scheme: to borrow money



from loan sharks to start a new business to make that million. The problem: the bad guys want their money back *now*. The movie: *Houseguest*. Kevin hides out with an unsuspecting family, pretending to be everything from a golfer to a dentist. When the man of the house develops a major toothache, fake-o Kevin must pull the tooth! *Duch!*

STREET- FIGHTIN' DUO

D.A. got the lowdown on *Streetfighter*—the movie based on the way-popular video game! We went right to the writer and director, Steven de Souza, and the star, Jean-Claude Van Damme, for some straight street talk.

Having written the action flicks *Die Hard*, *Die Hard 2* and *The Running Man*, Steven de Souza was the perfect choice to take charge of the blowout action-pic *Streetfighter*. He's also designed video games, including *Cadillacs and Dinosaurs*.

D.A.: Did you play Streetfighter II to get into the mood while filming?
S.d.S.: I played the game every weekend with my 14-year-old son—he destroyed me.

D.A.: Why is Jean-Claude the right person to play Colonel Guile?

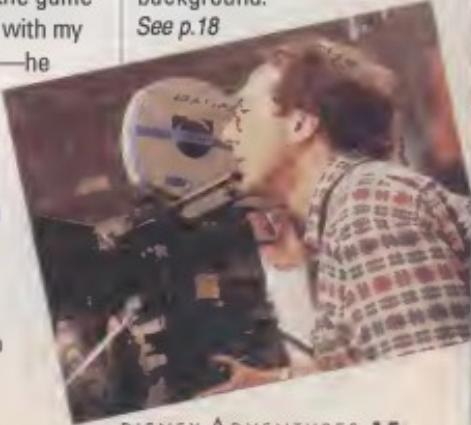
S.d.S.: Number one, he looks so much like the

character in the video game! Number two, Colonel Guile is supposed to be one of the very best fighters in the world, and Jean-Claude is that.

D.A.: Any surprises in the movie?

S.d.S.: Fans of Streetfighter II will learn a lot more about the game, some of the background.

See p.18



Gordy

The Little Pig Who Hit It Big!



Discover America's newest hero in *Gordy*, a wacky comedy for the whole family. Gordy is a little country piglet who inherits a billion-dollar corporation and becomes a national hero as he tries to rescue his family in the big city. Lots of humor, great songs and one really cool pig—you'll love this movie!

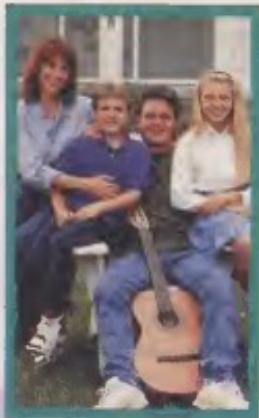


Gordy will be released nationally by Miramax Family Films in February 1995.

Answer this fill-in-the-blanks quiz and you could win a pair of free tickets to *Gordy*! All entries must be postmarked by January 31, 1995.

Pig Power Quiz

1. A young hog is called a **PIG** ____.
2. Footballs are made of **PIG** ____.
3. Pigs live in a **PIG** ____.
4. A braid of hair is called a **PIG** ____.



ENTRY FORM

Name _____
Address _____
City _____
State, Zip Code _____ Phone # _____
Birth Date _____

MAIL TO:
DISNEY ADVENTURES
Pig Power Quiz
114 Fifth Avenue
New York, NY 10011

OFFICIAL RULES

No purchase necessary. Must be ages 6-15 to enter. 1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date, daytime telephone number (including area code) and the answers to the Pig Power Quiz. You do not have to submit correct answers in order to be eligible. 2. Mail your completed entry to Pig Power Quiz, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011. Entries must be postmarked by January 31, 1995. Not responsible for lost, late or misdirected mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc. and will not be returned. 3. Winners will be selected in a random drawing on or about February 8, 1995 from all eligible entries received. 4. Sweepstakes open to residents of the U.S. who, as of January 31, 1995, are ages 6-15. Employees of Miramax Family Films or Disney Magazine Publishing, Inc., their parent and affiliated companies, their advertising and promotion agencies, and the families of each, are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. 5. Prize winners will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. 6. PRIZES: 125 FIRST PRIZES: Two tickets for Gordy (Approx. retail value: \$15). 7. For the names of winners, available after

February 8, 1995, send a self-addressed, stamped envelope to
Gordy Prize Winners, DISNEY ADVENTURES, 114 Fifth
Avenue, New York, NY 10011.

Some mysteries are explained, and some new ones arise.

D.A.: Who's your favorite character in the movie?

S.d.S.: The villain, General Bison. The villain is always the most important character, because unless the villain starts trouble, the hero is bored! General Bison is very scary, but you gotta love him. My other two favorite characters are Chun-Li and Cammy. They're very smart women who can take care of themselves, thank you very much.

Muscles from Brussels—that's Jean-Claude Van Damme's unofficial

nickname. If you've seen any of his movies—*Universal Soldier*, *Hard Target*, *Time Cop*—you know he's got big muscles. But you might not know that he comes from a small village in Brussels, Belgium, or that he's a former world kick-boxing champ. At one time, he was also a waiter. One night, instead of waiting tables, Jean-Claude entertained the eaters with his incredible martial arts moves. He got a big tip that night: One of the patrons was a director who cast Jean-Claude in his first film role, in *Bloodsport*.

D.A. was excited to talk to the action hero about playing Colonel Guile. We never thought it'd happen,

because he was really busy filming his next movie, *Sudden Death*, in Pittsburgh, Pennsylvania. But three hours before our deadline, Jean-Claude called. And trust us, it was worth the wait.

D.A.: What were you like as a kid?

J.C.V.D.: I was small and skinny. I was a dreamer. I liked classical music and cartoons. I watched a lot of movies like *Star Wars*, *Blade Runner*, and *Ben Hur*. It's quite something—to leave my hometown and come to this big jungle [Hollywood], with some good people in it and some bad.

D.A.: How did you get started in martial arts?

J.C.V.D.: My father pushed me to do martial arts. I trained in martial arts and ballet for four or five hours a day, going to different gyms around town, with dreams of being a superhero.

D.A.: Had you played the game Streetfighter before you got this role?





J.C.V.D.: Yes. I played against my seven-year-old son, Christopher. It helped me to learn my moves and how to become Colonel Guile.

D.A.: Who won?

J.C.V.D.: At the beginning of the week, I was winning. Then Christopher went off and played by himself against the machine, and by the

end of the week, he was kicking my butt. Wait till you see the new video game, *Streetfighter III*.

D.A.: Can you tell us about it?

J.C.V.D.: No, top secret.

D.A.: Oh, come on.

J.C.V.D.: Well, I added some new moves to the game. The director shot me on a blue screen [a

backdrop that allows background scenery to be added later]. I do a helicopter kick: I jump and do a 360-degree spin and splits in the air.

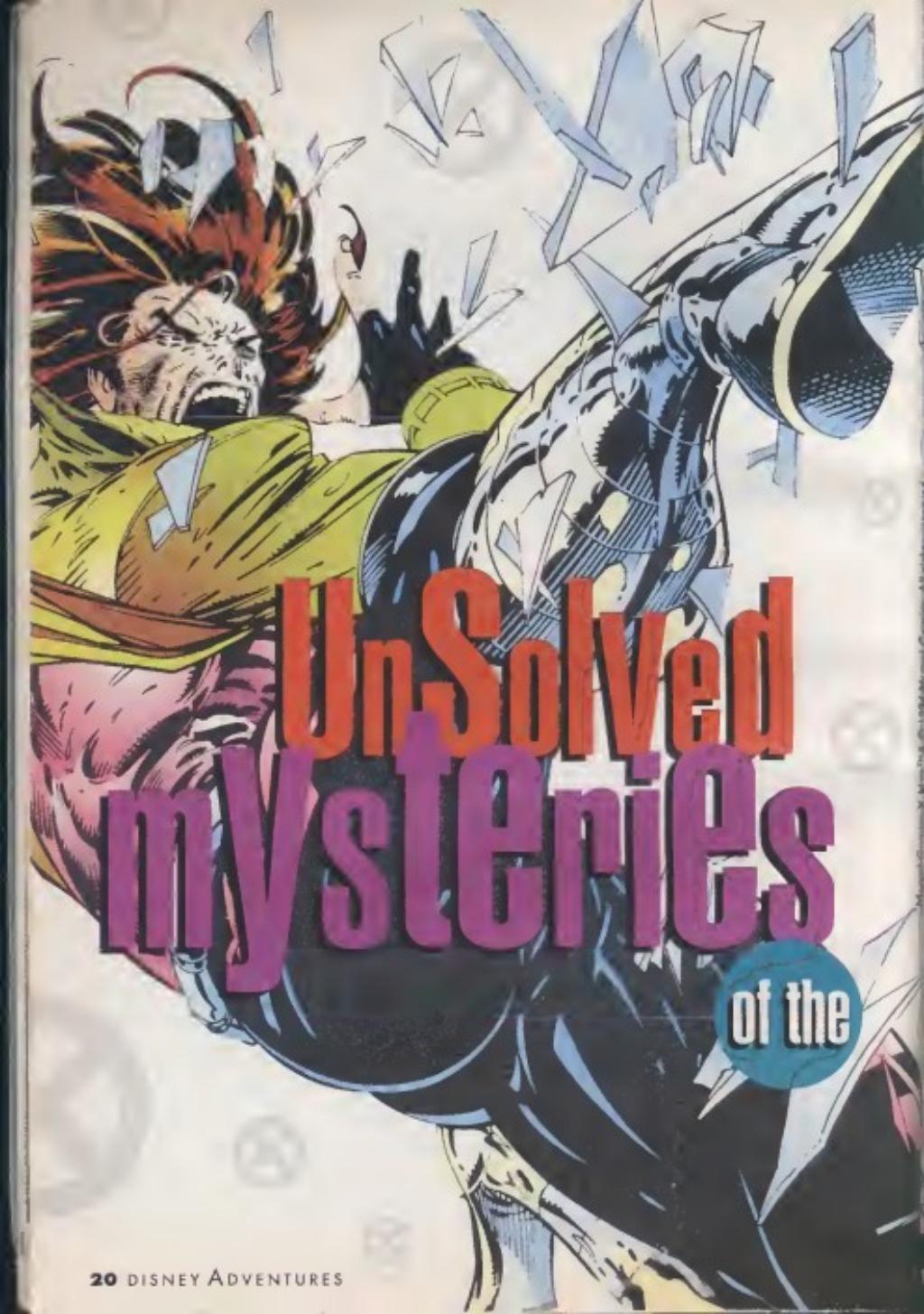
D.A.: Wow! We can hardly wait to see that! What did you like best about playing Guile?

J.C.V.D.: It's fresh. I'm a funny Van Damme. I'm kind of scared of myself. I'll be tough to the bad guys, then when they're gone, I'll say, "Whoa!" — kind of like a comic book character would. There's a lot of action, but not a lot of violence. It's peachy.

D.A.: When you did the splits on the counter in *Time Cop*, how many takes were needed? And did it hurt?

J.C.V.D.: One! One take for the camera. But I trained for it. And, yeah, it hurt. I weigh 190 pounds and jumping up like that puts lots of pressure on the tendons. But because I train a lot and I'm in good shape, I didn't blow a tendon or anything.

—Liz Smith



UnSolved mysteries

of the



X for Secrets

X marks the spot



When you follow the adventures of the X-Men, you know there's always some mystery or another waiting to be solved. We waited a long time to find out whether Cable is a clone or really the son of Cyclops. It took 14 years, but we finally discovered that Mystique is Nightcrawler's mother. And we found out that Wolverine's claws are made of bone, not the superstrong metal adamantium.

But some of the biggest mysteries are still unanswered. Some are fairly recent, and some have been huge question marks for years. Here are our top X-puzzles—and a few guesses about the solutions!

X-MEN

by Chris
Golden



MYSTERY.

THE X-TRAITOR



For years, a nasty guy named Mr. Sinister has been haunting the Summers family. Sinister ran the orphanage where Cyclops was raised. He cloned Jean Grey. He even snoped on Cyclops' grandparents. And he also knows something about the third

Summers brother. What? You mean you didn't know that Cyclops and Havok have another brother? Hey, neither did they. In *X-Men* #23, Sinister drops hints to Cyclops about it. So who is this guy, Sinister? **The Clues:** Readers have picked up only a few vague clues about Mr. Sinister's origin and purpose. He seems to be mixed up with the villain Apocalypse. Early rumors

The biggest X-mystery of all. Bishop, commander of a twenty-first-century mutant law-enforcement group, travels back in time in *Uncanny X-Men* #282. He tells the X-Men that in his past, they were betrayed by one of their own, and all but one X-Man was killed. Who was the X-traitor? Bishop doesn't know. **The Clues:** In *Uncanny X-Men* #287, Bishop is seen speaking to an old man called LeBeau, also known as the Witness, who saw the murder of the X-Men. The Witness knows who the traitor is. In *X-Men* #8, Bishop reports that the last living X-Man is Gambit, the man who raised him. He believes that Gambit is the traitor. Another rumored suspect is Forge.

The Solution: If it is Gambit, fans will be really upset. Prepare yourselves, however, because we suspect that the answer will be revealed at the end of the year. Look for clues in the Alter-X storyline.



MYSTERY:

THE SUMMERS BROTHER



pegged Gambit as the third Summers brother, but Marvel has denied that. In X-Men #39, the character X-Treme saves the life of Cyclops' grandfather, who keeps saying how familiar the boy is. Phoenix also senses that X-Treme is familiar and says he reminds her of her husband. **The Solution:** Word is that part of Mr. Sinister's origin will be revealed in the upcoming Alter-X storyline. As for the third Summers brother—so far, the clues are pointing to X-Treme.



MYSTERY:

WOLVERINE

Despite attempts to get the lowdown on Wolverine's origins, we still know little about his early days. His healing factor has slowed down his aging, so he could be centuries old—but how old is he? And who was *really* behind the experiment in which adamantium was bonded to his skeleton? **The Clues:** There have been tons, but most of them are false leads. Wolverine flashed back to the late 1800s at one point; another time, he remembered fighting in a war in the early 1900s; later, he thought Sabretooth was his father. Except for the war, everything has turned out to be memory implants. Therefore, all the other clues might be false. The

Weapon X storyline shows how the bonding process took place, but we still don't know who did it.

The Solution: Evidence points to the war memories being true, meaning Wolverine is at least 100 years old, possibly much older. Marvel will probably reveal the story of how Wolverine got his adamantium skeleton some day, but his real origin could remain a mystery.





MYSTERY: ROGUE

comes from, even her real name.

The Clues: Although we flash back to her past in the *Rogue* mini-series, clues to this mystery are few and far between.

The Solution: Right now, it's being left to some X-scribe of the far future to unravel this puzzle.

Uncanny X-Writers

Meet the men behind the mutants

Telling the X-Men what to do for a living is pretty high on our list of cool jobs, and that's what Bob Harras, Fabian Nicieza and Scott Lobdell get to do. Bob edits the X-books, Fabian writes *X-Men* and *X-Force*, and Scott writes *Uncanny X-Men* and *Generation X*. D.A. called them up and got the lowdown on just what makes an X-scribe tick.

DA: What's it like to work on X-Men comic books every day?

Fabian: It's like a dream come true—if you're sleeping on Elm Street.

Bob: It's a blast! It's like one big role-playing game.

DA: Who are your favorite characters?

Scott: Nightcrawler, because we have the same teeth!

As a kid, Rogue was taken in by the evil Mystique, who raised her to be a villain. But she decided to fight with the good guys and joined the X-Men. Although she probably comes from the South, almost nothing else is known about Rogue: her parents' identities, exactly where she

comes from, even her real name.

The Clues: Although we flash back to her past in the *Rogue* mini-series, clues to this mystery are few and far between.

The Solution: Right now, it's being left to some X-scribe of the far future to unravel this puzzle.



Bob: Gambit is cool.

I've always liked Cyclops because he's what the X-Men are all about, a loner who wants to be a part of the crowd.

Fabian: The Beast, because I like to write intelligent characters who are secure enough in themselves to be goofy.

DA: Do you identify with any of the X-Men?

Bob: One minute I feel like Cyclops, and the next minute, when I want to blow up at people, I feel like Wolverine, so I identify with both of them.

Fabian: It would be a toss-up between Beast and Cannonball. Cannonball is always trying to do what's best, even

when it's not easy for him.

Scott: The Beast, because when he's in his casual, laid-back, jovial mood, he's most like me, but he also has that intelligence, which is where we part ways!

DA: Scott, you worked in a different comic medium before you started writing about the X-Men.

Scott: I was a stand-up comic, opening for acts like Richard Belzer and Gilbert Gottfried. I

became friends with Jerry Seinfeld, and it turns out he's a big comic-book fan.

He has a Superman magnet on his fridge on TV.

DA: What did you want to be when you were a kid, Fabian?



**Fabian
Nicieza**



**Scott
Lobdell**

Fabian: A writer. At 14, I realized there were few people writing who were my age. They were all old—at least 30!—so I went to school and got a degree.

DA: What's the secret to being a good comic-book writer?

Bet: This is going to sound corny, but you've got to write from the heart.

DA: Do you ever ask kids to give you feedback on your work?

Bob: I have younger brothers and nephews, and I listen to what they have to say. To be honest, I'm still kind of a stupid kid at times, so I listen to myself as well.

Scott: I have 19 nieces and nephews, but unfortunately none of them are excited that their favorite uncle is also the guy who writes for *Uncanny X-Men*.

X-MEN

Cover Sweepstakes!

Enter and win the original painting of Gambit

created exclusively for the cover of our February 1995 issue! This collectible cover art was painted by brothers Greg and Tim Hildebrandt, internationally known Marvel artists. In addition to creating the paintings for the new *Marvel Masterpieces* and *Marvel X-Men* trading card sets, the Hildebrandts painted the cover, poster and trading card in *Marvel's new X-Men personalized comic book*. Fill in the entry blank below and put it in the mail by February 10, 1995.

Name _____

Address _____

City _____ State _____ Zip Code _____

Birthdate _____ Phone number () _____

Mail to: X-Men Cover Contest, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011

Turn the page for official rules

Think of it as a mutant "Beverly Hills 90210." The hottest new comic book, Generation X, is about a group of teenagers at school—but Dylan and Valerie they ain't. First, this batch is anything but rich and buffed. In fact, some of 'em are downright ugly. Second, they have special powers. But sometimes things go haywire.

One of the guys, Chamber, can shoot energy out of his head. One time his power got out of hand, and he blew away the lower portion of his face and chest.

Twisted Teens

The scoop on the latest X-team



Another hero, Husk, can rip away her outer self to reveal a new form underneath. But she leaves her old skin lying around campus—that grosses the other kids out. The rest of the team is just as off-the-wall. There's Skin, whose name says it all. And Mondo, who can absorb the properties of just about anything—even a tree. Then there's M, whose nickname is "Miss Perfect Priss."

The kids go to a sort of "Hero High" called the School for Gifted Youngsters. They also get into supertrouble. In an upcoming issue, the girls play Truth or Dare. They start out by daring each other to fly to the 7-Eleven and grab a quart of Häagen-Dazs. The dares get bigger and bigger, until they end up destroying the girls' dorm.

On second thought, maybe they're more like the "90210" gang than we thought.

—John Code

X-MEN

Cover Sweepstakes!

No Purchase Necessary. Must be age 6-15 to enter.

1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date and daytime telephone number (including area code). 2. Mail your completed entry to X-Men Cover Contest, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011. Entries must be postmarked by February 10, 1995. Not responsible for lost, late or misdirected mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries became the property of Disney Magazine Publishing, Inc. and will not be returned. 3. Winners will be selected in a random drawing on or about February 17, 1995 from all eligible entries received. 4. Sweepstakes open to residents of the U.S. who, as of February 10, 1995, are ages 6-15. Employees of Disney Magazine Publishing, Inc., its parent and affiliated companies, their advertising and promotional agencies, and the families of each, are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. 5. Prize winner will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. 6. GRAND PRIZE: (1) Art for the February 1995 issue of DISNEY ADVENTURES (approx. retail value: \$4,995). 7. For the name of winner, available after February 17, 1995, send a self-addressed, stamped envelope to X-Men Cover Winner, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011.



X-clusive

X-MEN Family Album!



These famous
superheroes
give D.A. a sneak
peek at their
favorite family
snapshots...



When he's not battling Sentinels, Wolverine likes to get some fresh air behind the mansion.



Jubilee makes her very own mini fireworks display in the Control Room.



GAMBIT

Gambit's workout includes taking his chances against a training droid in the Danger Room.



Storm's power to control the weather comes in handy when the X-Men plan a picnic.



No one hangs out better
than the Beast!

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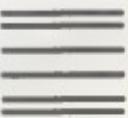
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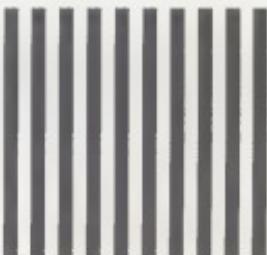
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Rogue's superstrength and flying ability make taking out the trash a breeze.

Plugged

by
Kim Lockhart
and Liz Smith



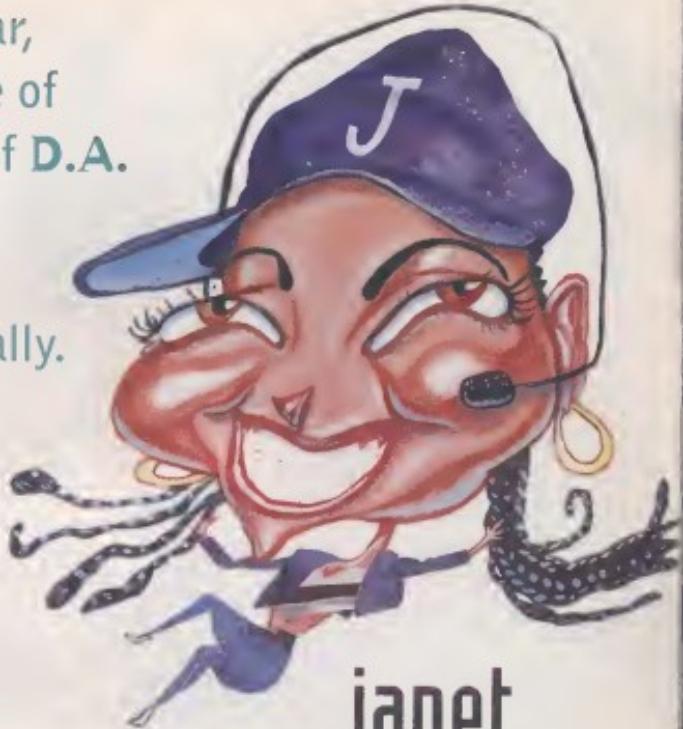
D.A.'S
FOURTH ANNUAL

Music Awards

Another year,
another pile of
thousands of D.A.

Music Awards

ballots to tally.
We opened
them, we
counted
them, we
laughed at
some of the
choices—those
of you who listed
yourselves as
Favorite Singer
know who you are!
Then we took out
our CD collection
and spun your
favorite hits.



janet Jackson



Favorite Female Singer

SPIN THIS: *janet.*
BETCHA DIDN'T KNOW:
Janet has always
wanted to work at
the drive-thru
window at
McDonald's.
SONGWRITING TIP:

"I always carry my
tape recorder with me because I
never know when a melody is
going to pop into my head, and
what I'll wind up doing is singing
the melody for each instrument and
how it should be."

RUNNERS UP: Lisa Loeb (sings
"Stay" on *Reality Bites* soundtrack),
Moriah Carey (on *Music Box*).



Favorite
Male
Singer

garth Brooks

SPIN THIS: *In Pieces.*
BETCHA DIDN'T KNOW: The Gorth-mon attended Oklahoma State University on on athletic scholarship. His sport? Javelin throwing.

DEEP THOUGHT: "Thonk you, ond believe me when I soy that being yourself is enough, no motter who you ore."

RUNNERS UP:
Eddie Vedder (on Pearl Jam's Vs.), Steven Tyler (on Aerosmith's Big Ones).



Ace Of Base

(oko Jenny, Linn ond Jonas Berggren ond Ulf Ekberg)
SPIN THIS: *The Sign.*

BETCHA DIDN'T KNOW: In Sweden, this funky foursome is thought of os o group of peosonts. That's because they're from the "workers' town of Gothenburg, which is for oway from trendy Stockholm." GRATEFUL WORDS: "We thonk DISNEY ADVENTURES mogazine for this honor. It hos been on incredible yeor for us, ond we want to thonk especially our young fans for all their support."

RUNNERS UP: Aerosmith (on *Big Ones*), All-4-One (on *All-4-One*).



steven Tyler



Coolest
Dressed

**SPIN THIS: Big
Ones.**

**BETCHA DIDN'T
KNOW:** Steven
loves to write
songs that make
him cry. He
says that's
how he
knows he's
got a hit.

OUTRAGEOUS

AMBITION:

"I want to be
the lounge
act on the
shuttle
on the way
to the moon
and play
'Livin' on
the Edge'
in zero
gravity."

**RUNNERS
UP:**

Janet
Jackson,
Boyz II
Men/Garth
Brooks (tie).



Hotter



Sheryl Crow

Breakout CD: *Tuesday Night Music Club.*

Don't Say the C-Word: Sheryl admits her album is country-flavored, but she considers herself a rocker. **She's Bad:** Sheryl was a backup singer on Michael Jackson's *Bad* tour.

Green Day

(aka Mike Dirnt, Billie Joe and Tré Cool)

Breakout CD: *Dookie.*

Don't Call It "Alternative": Call it "skate rock"—goofy, hardcore pop punk.

Bow-Wow Bond: "We're ugly and proud of it," says Mike.



They
didn't
top the
survey,
but
these
hot new
acts are
this
close to
bursting
all over
the
charts.

Candlebox

(aka Kevin Martin, Scott Mercado, Bardi Martin and Peter Klett) **Breakout CD:** *Candlebox. Time Ain't Cheap:*

The band members sold all their worldly possessions to record their demo tape. That got them only two days of studio time! **Roll Over Beethoven:** Kevin listens to Soundgarden, Pearl Jam, k.d. lang—and classical music to clear his mind.

Collective Soul

(aka Ed and Dean Roland, Ross Childress, Will Turpin and Shane Evans) **Breakout CD:** *Hints Allegations and Things Left Unsaid. Restricted*

Radio: Ed and Dean grew up in a strict household—listening to the radio was taboo! **I Love My MTV:**

"Seeing myself on MTV was crazy. I was sitting there watching TV, and my face was on the screen," says Ed. "I called Shane and said, 'Dude, dude, did you see that? We're on TV!'"

101 Thangs in '95

Me'shell

NdegéOcello

Breakout CD: *Plantation Lullabies.*

Hakuna Matata: So what if you can't say her last name, at least you now know it means "free like a bird" in Swahili.

All of All Trades: On her debut album, Me'shell wrote and arranged every song; played piano, keyboards, bass and guitar; and sang her own background vocals!

The Mavericks

(aka Robert Reynolds, Paul Deakin, Nick Kane and Raul Malo) **Breakout CD:** *What a Crying Shame. No Guts, No Glory:* The Mavericks are the only guys in Miami with the taste and the guts to



see themselves as country stars.

But They're Also a Little Bit Rock 'n' Roll:

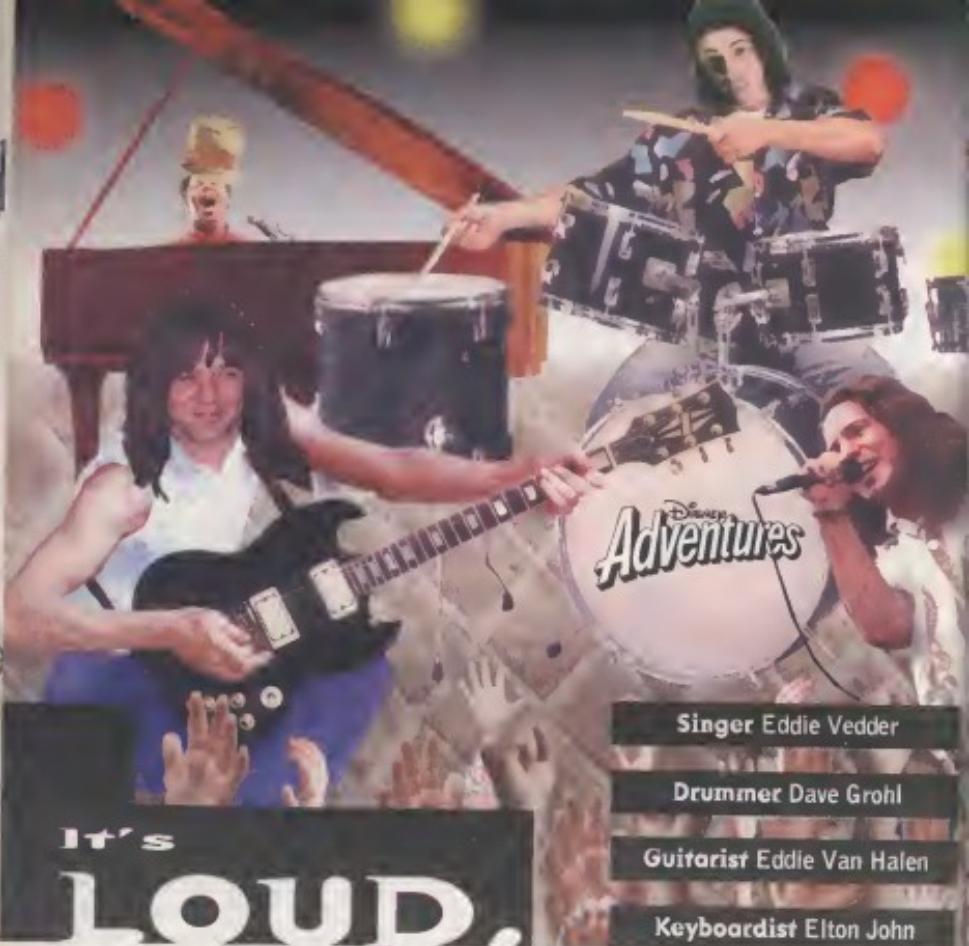
The band idolizes Elvis Presley and Roy Orbison.

The Tractors

(aka Steve Ripley, Walt Richmond, Ron Getman and Casey Van Beek)

Breakout CD: *The Tractors. Wanna-be King:* Steve grew up doing Elvis impersonations in front of the mirror.

Build It and They Will Play: Steve built a guitar that's been played by Eddie Van Halen, Jimmy Buffett and Dweezil Zappa.



Disney
Adventures

Singer Eddie Vedder

Drummer Dave Grohl

Guitarist Eddie Van Halen

Keyboardist Elton John

It's LOUD. It's wild, It's the Super Band!

We asked who you'd pick to create your Super Band. You said: Take Pearl Jam's singer, add Nirvana's drummer, mix in the guitar wizardry of Van Halen, plus a pinch of a pop keyboard legend. What do you get? A rock 'n' roll extravaganza, that's what—the DISNEY ADVENTURES Super Band!

Old-Time Rock 'n' Roll Rages



So we asked an itty-bitty question in Ticket in September: Are you guys into oldies? OK! K! Thanks to the hundreds of you who wrote to us, we now know that the answer is "Yes! They're groovy, man!" Some of you call it oldies music, and others call it classic rock—like Tony Altomare, 11, of Wales, Massachusetts, who wrote, "It's not like moldy-oldies classical music; it's classic rock." Why are oldies new again? You tell us it's because of Woodstock '94, the Forrest Gump soundtrack and your parents' old records. Here's who you're listening to.

The Beatles

Almost all of you said you listen to the Beatles—you love them, yeah, yeah, yeah!
HISTORICAL HITS: "Yesterday," "A Hard Day's Night," "Twist & Shout."

Yes HISTORICAL HITS: "Roundabout," "Owner of a Lonely Heart."

Jimi Hendrix

HISTORICAL HITS: "Foxy Lady," "Purple Haze," "Fire."

The Doors HISTORICAL HITS: "Light My Fire," "Break on Through," "L.A. Woman."

Pink Floyd

HISTORICAL HITS: "Another Brick in the Wall," "Comfortably Numb," "Us and Them."

The Monkees

HISTORICAL HITS: "The Monkees," "Last Train to Clarksville," "Pleasant Valley Sunday."

The Who

HISTORICAL HITS: "Behind Blue Eyes," "Pinball Wizard," "Bobo O'Riley."

Rolling Stones

HISTORICAL HITS: "(I Can't Get No) Satisfaction," "Honky Tonk Women," "Start Me Up."

The Beach Boys

HISTORICAL HITS: "California Girls," "Surfin' USA."

Elvis Presley

HISTORICAL HITS: "Hound Dog," "Jailhouse Rock," "Blue Suede Shoes."

The Supremes

HISTORICAL HITS: "Stop! In The Name of Love," "Baby Love," "You Can't Hurry Love."

The Byrds

HISTORICAL HITS: "Mr. Tambourine Man," "Turn! Turn! Turn!"

author
focus

Ben's

GREAT Adventure

6699

Ben
Mikaelson
is a
hip,
happening,
and
très cool
author.

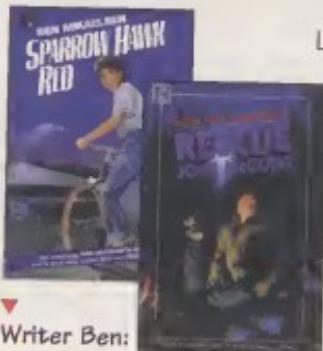
Take a
look at his
real-life
adventures.
Then dive
into his
two great
adventure
books.



- Favorite quote and life motto: "Life is either a great adventure or it is nothing."
—Helen Keller



▼
Biker Ben:
Traveled 15,000 miles around the U.S. by motorcycle.



- ▼
Writer Ben:
Wrote two awesome, page-turning adventure stories, RESCUE JOSH McGUIRE and SPARROW HAWK RED. Perfect for D.A. readers. Available at bookstores everywhere.

Hey, D.A. readers, do you have any adventure stories to share with us? Be one of the first 100 kids to write in and receive an autographed picture of Ben and Buffy. Write to Ben's Adventures, c/o Hyperion Paperbacks, 114 Fifth Avenue, New York, New York 10011.

► **Rider Ben:**

Rode horseback cross-country 1,600 miles from Minnesota to Oregon.

Finish line

► **Racer Ben:**

Raced sled dogs.



- **Pilot Ben:**
Logged approximately 200 flying hours as a pilot.



- **Naturalist Ben:**
Wow, talk about a bear hug! Ben and his wife, Melanie, raised a bear cub. Now Buffy is a 600-lb. member of their household.

BIG
Adventures

MYSTERIES OF THE



AFTER YEARS
OF SEARCHING,
EXPLORERS STUMBLE UPON
AN AMAZING DISCOVERY
IN THE EGYPTIAN DESERT—
A HIDDEN PASSAGeway
BURYED IN THE SAND.
COULD THIS LEAD TO
THE FABLED TOMB OF
KING TUT, SEALED SHUT
MORE THAN 3,000 YEARS
AGO? CAREFULLY, THEY
START DIGGING. THEY'RE
ABOUT TO FIND HIDDEN
TREASURE—AND FACE A
MUMMY'S CURSE!

WRITTEN BY
BOB DAILY



HOWARD CARTER



T
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A flickering candle lit the anxious face of Howard Carter. Thirty feet underground, in a dark, dusty tunnel, he stood before a stone door. What was on the other side? A pharaoh's treasure—or a rotting mummy? There was only one way to find out.

Archaeologist Carter chipped at the door until he had cut a hole in the top left corner. He peered inside. His candle—the first light to reach the pitch-black room in more than 3,000 years—illuminated the vast riches of a *pharaoh*, or king. Carter's eyes grew wide.

"Can you see anything?" asked one of his impatient companions.

"Yes," said Carter with a trembling voice. "Wonderful things." Everywhere he looked, he saw the glint of gold!

Carter had uncovered the greatest treasure of them all—the tomb of King Tutankhamen.

Tutankhamen—"Tut" for short—was Egypt's pharaoh from 1333 B.C. to 1323 B.C. He took the throne when he was only 9 years old and mysteriously died at 18.

LORD CARNARVON



Tut's tomb was built underground in the Valley of the Kings, where many pharaohs were buried. Since Egyptians believed in a life after death, they buried their dead with valuables and other useful items—including everything from miniature sailing boats to food and clothing—to be used in the afterlife. Previous kings had been buried in pyramids, but those huge monuments attracted grave robbers—men who knew that the rich pharaohs were buried with an abundance of gold and jewels.

So by Tut's time, royal tombs were carefully hidden

underground. Still, grave robbers had—looted—almost all of them. The one tomb no one had ever discovered was Tut's.

Carter desperately wanted to find Tut. He hooked up with another Englishman, a rich man named Lord Carnarvon. Supported by Carnarvon's money, Carter and a team of Egyptian workers spent five years toiling under the hot sun, digging through thousands of tons of rock and sand. By 1922, an impatient Lord Carnarvon gave Carter one year to find the tomb.

Several months later, a young worker stumbled across a creamy-white step partly buried in the desert. Workers quickly cleared away the sand, revealing 16 steps that led underground.

At the bottom of the steps,

Carter found a sealed door. Stamped into the plaster was the word "Tutankhamen."

At last the tomb was found!

Behind the door was the most incredible discovery in the history of archaeology, the study of people from the past. Yes, grave

robbers had been inside the tomb—probably way back when Tut was buried. Carter could tell because it appeared as though some items had been tossed around and opened. But apparently the thieves had been scared off, although with how much loot is anybody's guess. (In Tut's time, tomb robbers met a gruesome fate if caught. They were skewered on a sharpened stick!) That first room Carter saw, called the *antechamber*, was stacked to the ceiling with treasures: a gold throne, ebony and ivory chests and strange couches in the shapes of animals. Sealed doors led to three other rooms, one of which was the burial chamber. Here Carter uncovered Tut's linen-wrapped mummy—the preserved body of the boy king himself!

Carter spent the next eight years clearing out Tut's treasures.

His discovery answered many questions—and raised many others. How did the king die? Was there a mummy's curse?

Read on to find out more about the mysteries of the mummy.

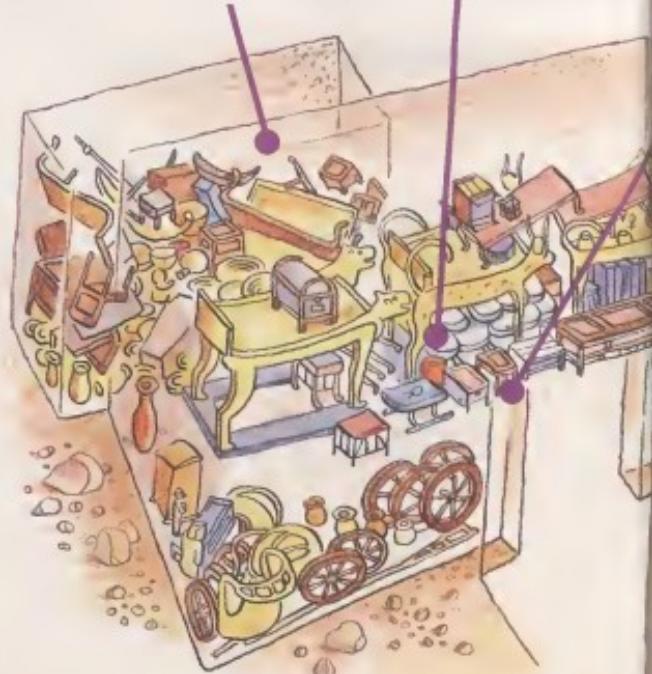


T R E A S U R E S O F T H E T O M B

- Tut was buried with plenty of items for him to use in the afterlife. These included priceless treasures and some not-so-priceless stuff—like clothes, these sandals and a box of underwear!

- Tut was buried with heaps of food. Ornate containers like these held wine, honey, spices and enough seeds to plant a garden.

HERE'S THE INTERIOR OF TUT'S FINAL RESTING PLACE, JUST AS HOWARD CARTER DISCOVERED IT. IN ALL, HE FOUND MORE THAN 5,000 OBJECTS.



• No Nintendo far Tut—but he did have three sets of this board game, called *senet*, a combination of checkers and dice. The object of the game is to defeat the forces of evil and reach the kingdom of the god Osiris.



• Tut's mummy wore this stunning mask made of solid gold and decorated with semiprecious stones. It weighs more than 22 pounds! A vulture and a cobra—symbols of Upper and Lower Egypt—sit on his forehead.

• Tut's mummy was placed inside three cases, or coffins, that nested together. The two outer cases were made of wood and covered with gold and colored glass. The inner coffin weighed 245 pounds—and was made of solid gold!

• If Tut wanted to go hunting for hippos in the afterlife, he could use this miniature

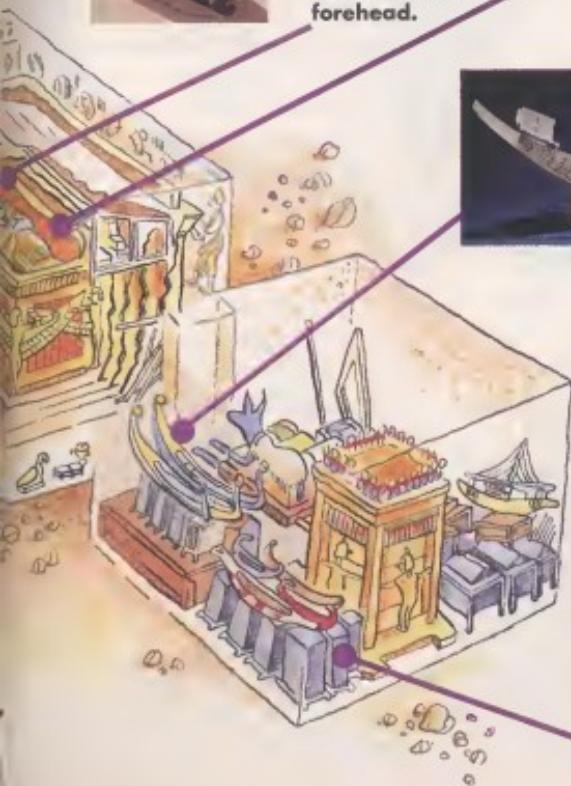


canoe. The tomb also contained other model boats designed for ceremonial trips.

These had linen sails and real rope riggings.

• You might expect an ancient tomb to smell musty and gross, but archaeologists reported a sweet scent in the air.

Why? Tut was buried with jars of fragrant ointment, including this beautiful stone vessel shaped like a lion—and fit for a king.



T H E
C U R S
E
O F
T H E
M U M
M Y

"Death shall come on swift wings to him that toucheth the tomb of the pharaoh."

Whew! When Lord Carnarvon died in 1923, just four months after finding Tut's mummy, newspapers reported that this spooky inscription had been found inside his tomb. All around the world, people started spreading a rumor: Tut's mummy had placed a curse on Carnarvon!

There was only one problem—the inscription never existed. Still, superstitious people swore by the mummy's curse for years. Some still do. They point to these eerie events:

- On the day Howard Carter found the tomb, his pet canary was eaten by a cobra.

- When Carnarvon died, his dog back in London gave a weird howl and dropped dead.

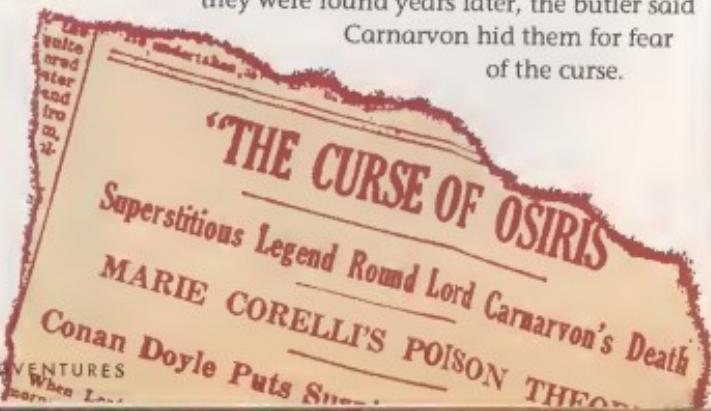
STRANGE EVENTS, MYSTERIOUS
DEATHS—WAS THE MUMMY
SEEKING REVENGE?

At the same moment,
all the lights in Cairo,
Egypt, mysteriously
went out.

- Even odder, Carnarvon died from an infected insect bite on his cheek—Tut's mummy had a scar in exactly the same place!

- Lord Carnarvon hid numerous Egyptian artifacts in his large house in England. When they were found years later, the butler said

Carnarvon hid them for fear
of the curse.



• Carter's assistant died before the tomb was completely emptied.

• Near the time of the discovery of Tut's tomb, another archaeologist was excavating a different tomb. His wife, who was with him, suddenly died despite her apparent good health.

What gives? There are many theories. Some people note that the Egyptians were poison experts. Maybe the tomb had been filled with poison gas or deadly germs. But then why didn't everyone who entered die?

Howard Carter, for instance, lived 17 years after finding Tut's tomb and died (of natural causes) when he was in his mid-60s. He didn't believe in curses. But be careful—you enter the pharaoh's tomb at your own risk!



WAS KING TUT MURDERED?

King Tut's death remains a mystery, but evidence suggests the king met a cruel end.

In 1968, researchers took X rays of Tut's mummy and found a scar near the ear. They also found a loose piece of skull. This may have broken off when someone struck Tut on the head with a heavy object. But why would anyone want to kill the boy king?

Well, perhaps because he was so young. Tut died when he was only 18, but he had plenty of time to make enemies. A few priests didn't like Tut because his father had turned away from their religion. And Tut's adviser was power-hungry, making him another suspect. Did his ambition lead to evil deeds?

Unfortunately, we may never know. If only mummies could talk!

W R A P

I T

U P

HOW TO
MAKE A
MUMMY
IN FIVE
QUEASY
STEPS.

Why in the world did Egyptians make mummies? Because the Egyptians thought that when someone died, his spirit flew free before returning to his body. The body had to be perfectly preserved—or the spirit wouldn't recognize it!

So the Egyptians came up with *mummification*, a process that took about 70 days. Here's how they did it:



2 Yards and yards of fine linen were then used to wrap the body.



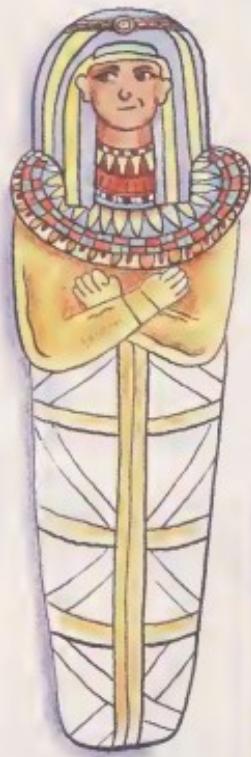
1 First they removed the soft organs from a hole cut in the abdomen. These were wrapped and placed in separate containers. Then, using a long metal rod inserted through the nose, they pulled out the brain.

Next they washed the body, inside and out, with wine and perfumes.

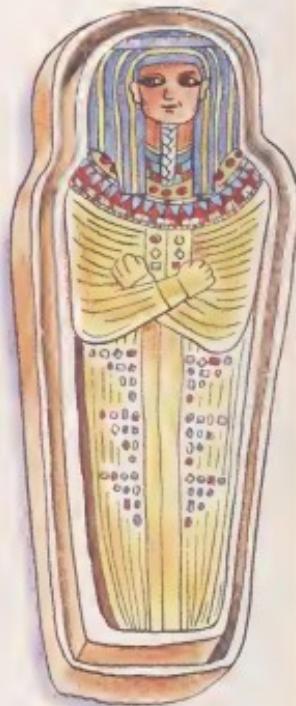
3 Precious jewelry was placed an the mummy between additional layers of linen. Tut was wrapped in 13 layers of cloth and bandages.



4 A mask was then put an the mummy's head ta protect the face.



5 Finally, the mummy was carefully placed inside several nesting coffins. The coffins were placed inside a sarcophagus, a huge, stone container inside the burial chamber. The tamb was then sealed.



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SOME OF THE FACTS OF LIFE... AFTER DEATH.

cats, dogs, crocodiles, baboons, fish and even beetles. Why?

Sometimes they were just favorite pets. But most were mummified because of their importance to the gods. The ibis, for example, was a bird considered sacred to the god Thoth—and in his honor, four million ibis were buried in a single cemetery!



- If you were a rich and important Egyptian, people were paid to weep at your funeral. These professional criers also waved their arms to express their sadness.

- Egyptians mummified more than people; they preserved the bodies of

- Wealthy Egyptians didn't want to do any chores in the afterlife, so they filled their tombs with little dolls called shabtis to do their farming work. A very rich person might have 365 shabtis, one for each day of the year.



- Are there more tombs like Tut's? Scientists today are using radar, sonar and other high-tech tools to search for underground tombs. Recently they discovered hollow cavities inside the Great Sphinx, a giant statue near the pyramids.





• Egyptian grave robbers sometimes broke mummies into pieces and used them for firewood—after they had stolen all the gold and jewels in the tomb, of course.



• While searching for Tut's tomb, archaeologists found some old bones on the ground. Mummified remains from ancient times? No, ancient leftovers from the pharaoh's funeral feast!

D	T	U,V, W	Y	Z	A
R	S				J
Q					B
O					D
N					E
M					F
L	C,K		J	I	G
					H

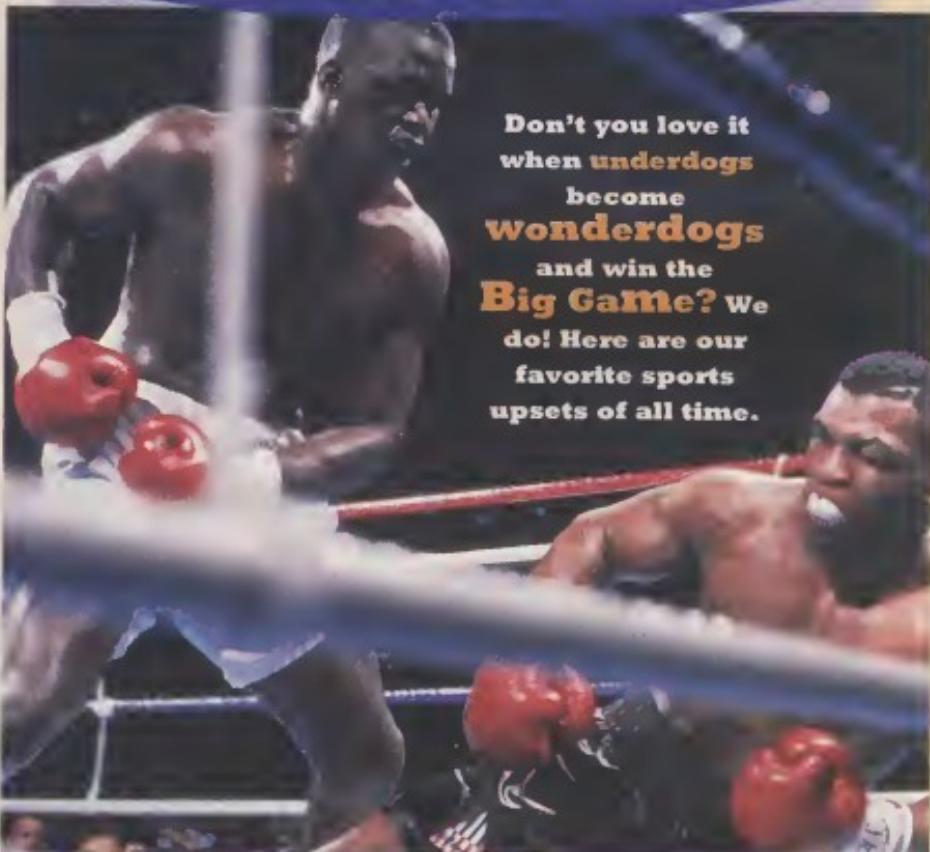
MEMO FROM A MUMMY

When archeologists first uncovered ancient Egyptian artifacts, they were baffled by many of the things they discovered. One of the more puzzling riddles was posed by all the little pictures and symbols drawn on the walls, statues and caskets. What could they possibly mean? It turns out that in Tut's time, Egyptians used an unusual alphabet for writing and reading. Instead of letters, they used tiny, complex drawings called **hieroglyphs** to represent sounds and words.

Here is a chart of some simplified hieroglyphs with corresponding letters from our alphabet. Using this D.A. decoder, see if you can figure out the meaning of the hieroglyphs drawn across the top of the preceding pages, which spell out a secret message. (Answer below.)



FAT CHANCE!



Don't you love it
when underdogs
become
wonderdogs
and win the
Big Game? We
do! Here are our
favorite sports
upsets of all time.

BY
**JAMES
BUCKLEY, JR.**

W

hat's an upset? When a turtle beats a cheetah in a race, that's an upset. If you went one-on-one with Charles Barkley and won, that'd be a big upset. In the world of sports, the team that everyone is sure will win... sometimes doesn't. So next time

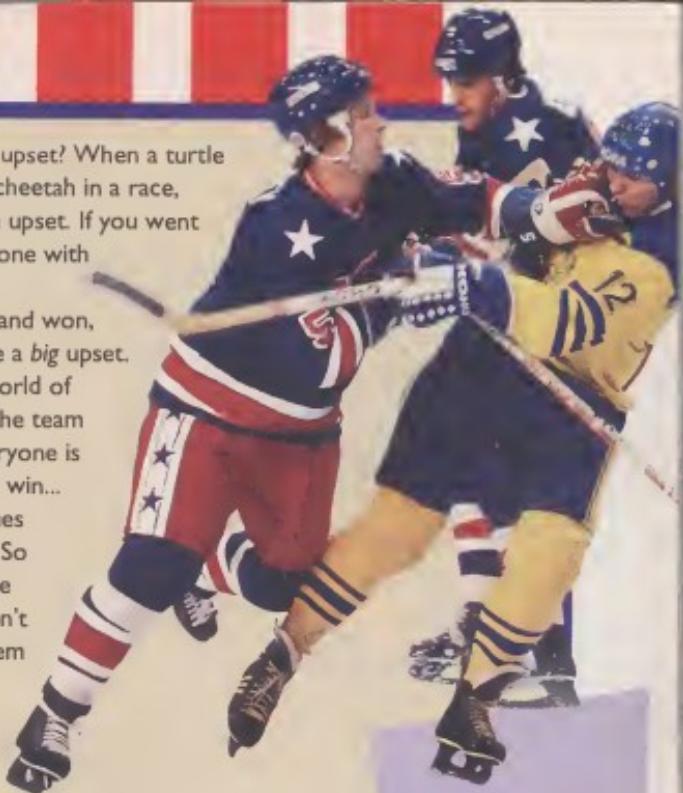
someone says you don't have a chance, tell them about these guys:

■ Everybody told boxer Buster Douglas he was too

slow and too fat. Champ Mike Tyson was too tough. But against Tyson in 1990, Big Buster was too much! Fans could hardly believe their eyes when Douglas knocked out the mighty Tyson to become the heavyweight champion of the world.

■ At the 1980 Winter Olympics, the Soviet Union's hockey team was like an 800-pound bear: It could do anything it wanted. Everyone thought the USSR team would win it all—the players were fast, strong, talented and experienced. The United States team was none of those things. But in the biggest Olympics upset ever, the U.S. team beat the Soviets 4-3 and went on to take the gold medal. Who says bears can't be tamed?

■ Before Super Bowl III in 1969, fans thought the powerhouse Baltimore Colts would crush the New York



Do you believe in miracles? The 1980 U.S. hockey team beat the Soviet Union team and went on to win the gold (above). Pow! Buster Douglas proved he was tougher than Tyson (opposite page).



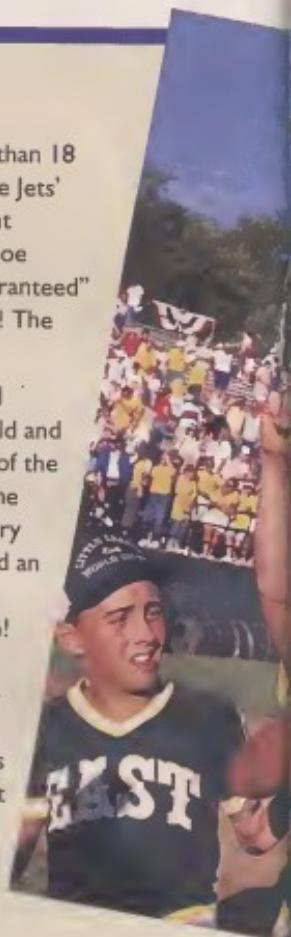
FAT CHANCE!

Jets by more than 18 points. But the Jets' superconfident quarterback, Joe Namath, "guaranteed"

that his team would win—and they did! The underdog Jets shocked the Colts 16-7.

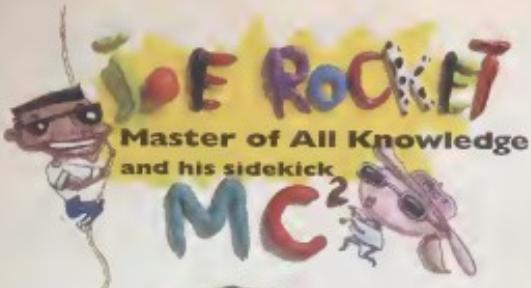
■ At the 1950 World Cup, England had perhaps the best soccer team in the world and was favored to win. The American team—one of the worst in the tournament—consisted of part-time players, including a carpenter, a teacher, a factory worker, an interior decorator, two mailmen and an undertaker. And this unimpressive bunch had played only two games together before the Cup! The U.S. team met England's team on June 29, 1950. The only U.S. goal came in the first half—but it was one more than England scored. The world was shocked. Several international papers held the story, refusing to believe the score that had been sent to them over the wires. England was humiliated, and claimed the U.S. goal was a fluke. The referee said, "If I hadn't refereed the game myself, I would not have believed the result, no matter who told me." That stunning victory was echoed in last year's World Cup. The Colombian team was one of the top contenders. But in a first-round matchup, a bunch of scrappy Americans beat the Colombians 2-1. It was the first U.S. World Cup victory since 1950.

■ From 1971 to 1989, teams from Asia won 15 of 18 Little League World Series championships—a modern Asian dynasty! But in 1989, behind the great pitching of ace Chris Drury, the U.S. team from Trumbull, Connecticut, defeated heavily favored Taipei, Taiwan, to become the best Little League baseball team in the world.





Home-run Heroes: The 1989 Little League World Series champs celebrated their victory (above). New York Jets quarterback Joe Namath guaranteed a win—and delivered (opposite page).



Hey! My mailbox, as usual, overflows with letters. Since there's no such thing as a question I can't answer, let's blast off with another round of incredible info about the world of science. Knowledge is power!



Where? does snow come from?

Joi Scott, 10, Hompton, Virginia
Angela N. Willis, 13, Elkton, Maryland

Is there a lake, stream or ocean near your house? That's where snow comes from. Water evaporates, rising into the air as a vapor. High in the sky, this vapor turns back into millions of

droplets, which clump together to form a cloud. When a cloud becomes heavy enough, these drops fall as rain.

If a cloud encounters cold air, the drops freeze and turn into very small crystals of ice. Some scientists believe these crystals form around tiny bits of dirt blown into the sky by the wind. When crystals join together, they form snowflakes.

A snowflake is made up of anywhere from two to 200 crystals, and no two flakes are the same. If you collect some

falling snowflakes on a dark cloth, you can see their shapes. Once they hit the ground, the flakes blend together and lose their individual look.

Sometimes, rain starts out as snow. Often, snow falls from cold, high clouds. As it falls through warmer air, the crystals melt, and the snow turns into rain.

What makes cats purr?

Dana Sweet, 11

Greensboro, North Carolina

Rob Howell, 9, Fort Pierce, Florida

Amanda Olivio, 12

Vineland, New Jersey

There's a purr-fectly good reason why your little feline friend won't stop purring when you pet her—she's as content as can be! All small cats purr when they're happy and relaxed. It's their way of smiling.

However, some cats purr for other reasons. Females purr when they are suckling kittens. The noise and vibrations help hungry kittens find their mother. And some cats even purr when they're worried, injured or sick.

Scientists aren't sure exactly how cats purr. Some believe it has to do with the set of hard bones at the base of a cat's tongue, near the vocal cords. Big cats like lions and tigers have softer bones made partly out of cartilage, which makes them roar instead of purr. Good thing house cats only purr—they wouldn't be so sweet if they sat around the house roaring all the time!

Why does your stomach growl when you're hungry?

Jenny Baker, 11, Birmingham, Alabama

To announce that it wants food! When your stomach is empty, you feel hungry. And even if you don't eat, your stomach goes about its normal business. That means, no matter what, its walls contract every hour or two. When an empty stomach contracts, it causes air and gases trapped inside to roll and rumble.

So don't just sit there—eat something!



Well, that's all for now. Till next time, play hard and think deep.

YOU CAN WRITE TO: Joe Rocket,
Master of All Knowledge
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011

**We're
YET
TRUE**



TRY THE
NBA,
BUDDY!

No one over six feet tall can qualify to become an astronaut in the U.S. space program.



According to a historian, ancient Egyptian men never became bald. The reason? As kids, Egyptian males had their

heads shaved,

and their scalps were continually exposed to the "healthy" rays of the sun. They believed the sun—a god they worshipped—was good for the skin.

Obviously, we now know better.



According to a university study, goldfish remember better in **cold** water than in **warm** water.

Man is th

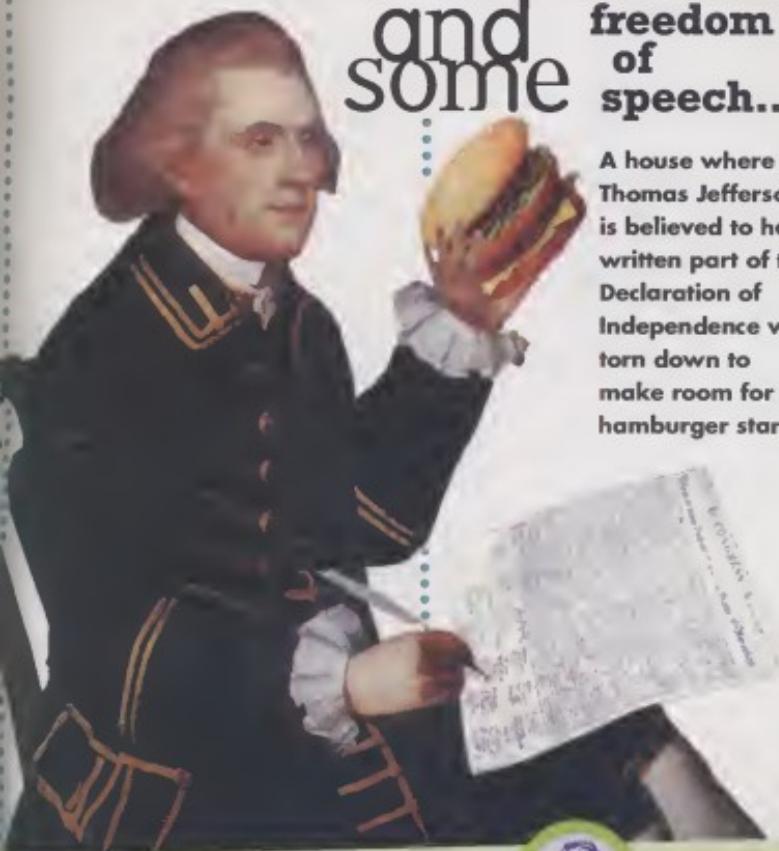
A Reason to Recycle:

It takes a plastic container approximately

50,000

years to start decomposing!

I'll take a cheeseburger, large fries
and some freedom of speech...



A house where Thomas Jefferson is believed to have written part of the Declaration of Independence was torn down to make room for a hamburger stand.

ly animal that cries tears.

The first letter of each continent's name is the same as its last:

ASIA

ANTARCTICA

EUROPE

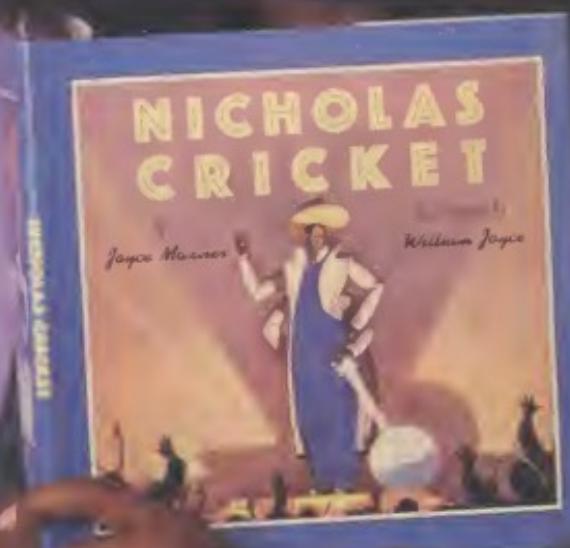
AUSTRALIA
AMERICA

AFRICA



READ

Whoopi Goldberg
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Libraries



American Library Association

Disney's
Adventures

COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

I hope you like cliffhangers, because this month we have two! Aladdin and Abu are off to the lost city of Pashitan to find the legendary Golden Monkey, and Kid Blastoff—well, he's just trying to get the hang of being a superhero. Enjoy!

TALESPIN in "All in your P.O.V." PAGE 64

KID BLASTOFF in "Attack of the Bomb Squad," PART 2 PAGE 66

ALADDIN in "The Magic Monkey" PAGE 74

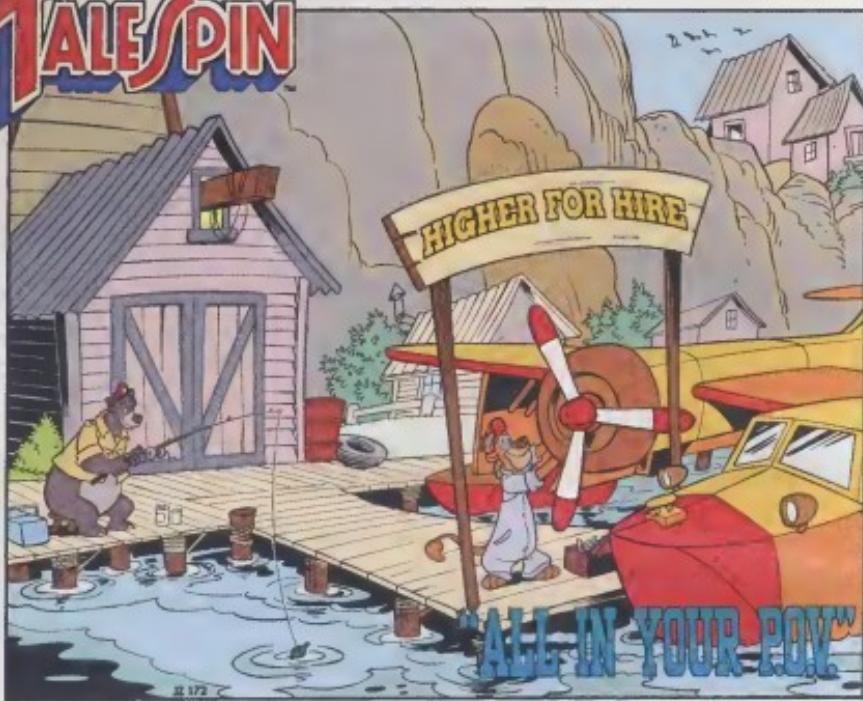
Let me know what you think. Write to me at:

Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011
E-Mail: ComixAce@AOL.COM

ADVENTURE ON!



Disney's TALESPIN



ILL. J.P.



Written: Bobbo Jo Watson Penciled: Eduardo Sandoval Inked: Raul Barbero Color: Valerie Barnes

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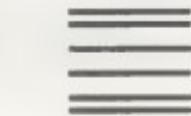
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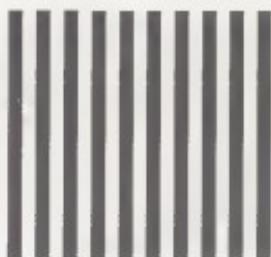
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|||||



END

Kid BLASTOFF

in: the attack of
the bomb squad
• PART 2 •

POOR KID BLASTOFF! HIS FIRST DAY AS A SUPERHERO ISN'T GOING TOO WELL ... AND NOW THE EVIL DR HUGO BOOM WANTS TO GIVE HIM THE BIG SENDOFF!

WE'RE COMPLETELY SURROUNDED BY HUGO BOOM'S ROBOT BOMBS! WE'RE IN BIG TROUBLE, PEOPLE! BOMBS LIKE TO BLOW UP!

WHAT ARE WE GONNA DO?

9:00
STOP
PANIC! LET'S PANIC! EVERYBODY PANIC!

NOBODY PANIC!
EVERYONE REMAIN
CALM! THERE'S A
WAY OUT OF THIS!

YOU'VE GOT AN IDEA? BESIDES PANICKING?

UH, NO...NOT
REALLY...

...I JUST FIGURED
THAT SINCE IT'S
MY FIRST DAY AS
A SUPERHERO, I
SHOULD LEARN
TO SAY THINGS
LIKE "DON'T
PANIC..."

YOUR FIRST AND
LAST DAY, KID
BLASTOFF! MY
BOMB SQUAD
WILL SEE TO
THAT! HA!

OH, BOY...NICE
WAY TO START
A SUPERHERO
CAREER...

CHIN UP, KID!
YOU GOTTA DITCH
DEM BOMBS! IF
THEY BLOW UP,
THE SPACESHIP
BLOWS UP, AN' IF
THE SPACESHIP
BLOWS UP, DEN
WEBLOW UP, AND
DAT'S BAD FOR
BUSINESS!

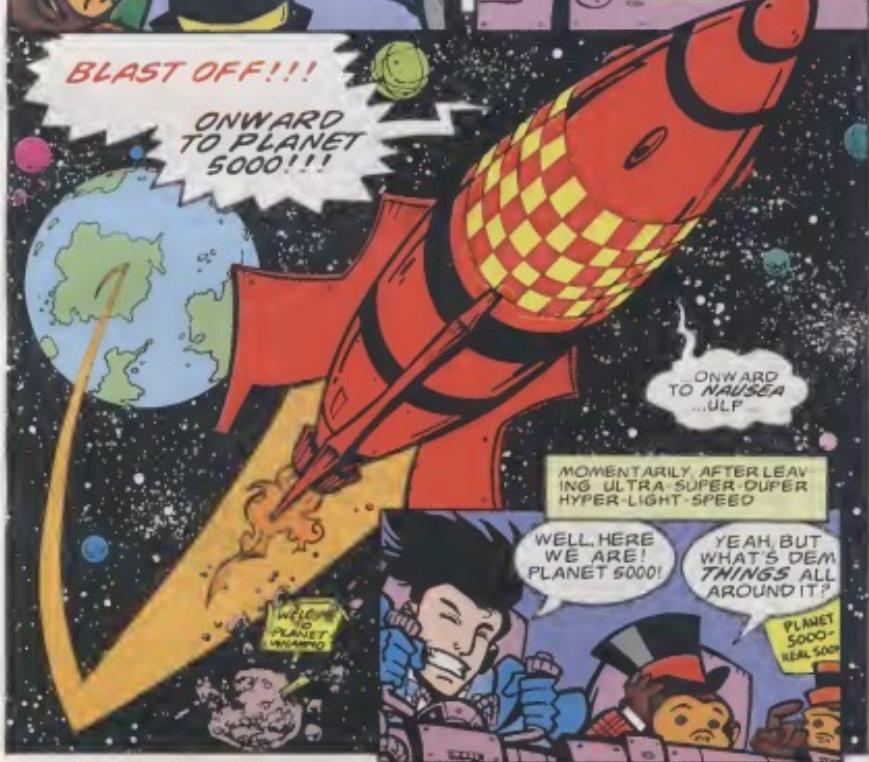
GIVE ME
A MINUTE,
WILLYA? THIS
IS MY FIRST
IMPENDING
DISASTER!















TO BE CONTINUED!!

Disney's

Aladdin

"THE MAGIC MONKEY"

PART ONE

IN THE MARKET OF
AGRABAH, ONE
DAY BEFORE THE
FEAST OF
SPRING LIGHTS...

DON'T YOU
JUST LOVE
SHOPPING FOR
PRESENTS,
ALADDIN?

HUH?

J2 161

OH, SURE, JASMINE--ABSOLUTELY!
ABU AND ME, WE LOVE SHOPPING--
DON'T WE, ABU? SURE WE DO!

WE
JUST...
LOVE
IT!

HMM.
FATHER,
COULD USE
A NEW SILK
SASH...

EPSSTIE
HOW
MUCH FOR
THE
PEARLS?

FOR YOU,
YOUNG
MASTER, A
BARGAIN--

CHI-CHI-CHI-
HA-
GRUMBLE!

Writer: G. Conway Pencils: C. Ruckowski A. Urioste F. Gatto Inker: D. Hunt Lettering: B. Spier Colorist: J. Parker

Writer: G. Conway Pencils: C. Ruckowski A. Urioste F. Gatto Inker: D. Hunt Lettering: B. Spier Colorist: J. Parker





THAT NIGHT...



GRRRRR!

RAJAH !!

CHIII... TIKK!

UH... YOU'RE PROBABLY WONDERING WHY I'M SNEAKING OUT OF THE PALACE.

YOU KNOW I'M JUST A POOR STREET-RAT, RAJAH--

GRRRRHRRH?





--AND ALL
YOU NEED
DO IS
BRING ME
THIS...

...THE
GOLDEN
MONKEY
OF
PASHITAN.



=GULP! WHERE'S
PASHITAN?

A THOUSAND MILES
FROM HERE, THIS
MAP SHOWS THE
WAY.

ONCE THERE,
EXCHANGE THIS BRASS
MONKEY FOR THE
GOLDEN ONE--

--AND WHEN YOU RETURN
YOU SHALL HAVE WHAT
YOU DESIRE.

WHAT
MAKES YOU
SO SURE I
CAN DO
THIS?

ALL IN THE
MARKETPLACE
KNOW-- ALADDIN'S
REPUTATION AS
AN ADVENTURER
IS LEGENDARY.



NOT LONG AFTER, A
WEEK'S JOURNEY BY
CAMELBACK--BUT ONLY
AN HOUR'S FLIGHT BY
MAGIC CARPET...













SECRET VIDEO GAME PICKS

Demon's Crest

PLAYERS: One

SYSTEM: Super NES

LEVELS: 7

MISSION: Help the gargoyle Firebrand locate the lost Demon's Crest jewels.

DIFFICULTY: Brainer

underworld where gargoyles roam, and help Firebrand battle evil creatures.



Enter the dark and haunting



You'll have to develop strategies for outsmarting the evil creatures. Firebrand meets. This 6-meg cart has a password feature that allows you to save your progress.



Be sure to collect special gems and treasures. Grabbing magical crests lets Firebrand morph into unique and powerful forms.

Wolverine Adamantium Rage

PLAYERS: One or two

SYSTEM: Super NES/Genesis

LEVELS: 7 (Super NES)/6 (Genesis)

CHARACTERS: 16

MISSION: Control Wolverine as he battles infamous Marvel supervillains and searches for clues about his past.

DIFFICULTY: Brainer



Wolverine, the most popular X-Man, stars in this exciting video game adventure.

In this X-Men game, Xpect the unXpected as you help Wolverine use his martial arts and street-fighting skills to survive.

As Wolverine searches for clues about his past, he must use his special skills to defeat Shinobi Shaw, Lady Deathstrike and other villains.



What was Wolverine's involvement with Project X? You'll find out when you play this action-packed adventure game.

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seaQuest DSV

PLAYERS: One

SYSTEM: Super NES/Genesis/Game Boy

STAGES: 31 (Super NES)/more than 20 (Genesis)/8 (Game Boy)

MISSION: Pilot the seaQuest submarine and five other vehicles through an adventure that's based on the TV series.

DIFFICULTY: Major brainer

Pilot the most advanced submarine ever created beneath the Earth's oceans and into the unexplored frontier.



Darwin, the talking dolphin, can help you out.



Keep everyone aboard seaQuest safe as you stop renegade pirate organizations from overthrowing the UEO (United Earth Oceans) and taking over the world.

Mickey Mania: The Timeless Adventures of Mickey Mouse

PLAYERS: One

SYSTEM: Super NES/Genesis/Sega CD

STAGES: 23 (Super NES)/25 (Genesis)/26 (Sega CD)

MISSION: Movie star Mickey must save himself from evil characters and his archenemy, Pete.

DIFFICULTY: Brainer

The action in Mickey Mania comes from six different movies that starred Mickey Mouse. Each scene puts Mickey in a totally different adventure that's loaded with challenges.



Mickey and his pals talk to you as you explore each scene.



To protect himself against evil characters, Mickey can collect and throw special marbles. Collecting magical stars gives Mickey extra health, while Mickey ears are worth extra lives.

—Jason Rich



Mickey Mania contains more than 1,200 animation frames that were hand-drawn by Disney animators.

G A M E R S

TIP OF THE MONTH

Here's a cool tip for NBA Jam (Super NES):

To be the Minnesota Viking Quarterback, Warren Moon, use this code: Type in UW, place the cursor on the blank space, then hold down the Right trigger, Start button, and the A button.

Adam Gruenwald, 16, Boston, Massachusetts

WHAT'S MY LION?



The D.A. staffers have spent all day telling one another these wacky jokes! We've got to get back to work, but we thought you'd like a chance to crack up, too...

Who are the most important animals in *The Lion King*?

The lions—they're the mane characters.



Why didn't Ed the hyena want to eat Zazu?

He didn't want to get stuck with the bill.



Nala: Which animals in the Pride Lands can't be trusted?

Simba: The cheetahs.



Timon: What happens when a herd of giraffes going one way runs into a herd going the other way?

Pumbaa: A giraffic jam.



Timon: Hey, Pumbaa, guess what—I went to the water hole and spotted a leopard.

Pumbaa: You can't fool me, Timon. They're born like that!

Reprinted from *The Ultimate Disney Joke Book* by Chip Lovitt, with permission of Disney Press.



Haaps seasan is here, and Card Shark's already jammed ta the card stare and back with slam-dunk picks far the year's hattest B-ball cards. Check 'em out:



1994 CLASSIC BASKETBALL DRAFT SET

This 105-card set showcases top rookies like Jason Kidd and Grant Hill. Slammin' subsets include a 5-card All-Rookie Team and a 5-card Centers of Attention set with tip-off takers Shaquille O'Neal, Alonzo Mourning, Dikembe Mutombo, Patrick Ewing and Hakeem Olajuwon. Look for 500 randomly inserted cards, each autographed by the Shaq-man.

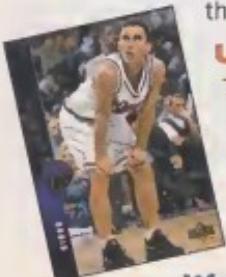
1994-95 FLEER ULTRA NBA BASKETBALL SERIES I

Gold and silver foil stamping on both sides make this set one of the flashiest around. Six different insert sets include the Scoring Kings—10 players, such as David Robinson and Karl Malone, who light up NBA scoreboards—and four NBA Award Winners.



SKYBOX PREMIUM NBA SERIES I

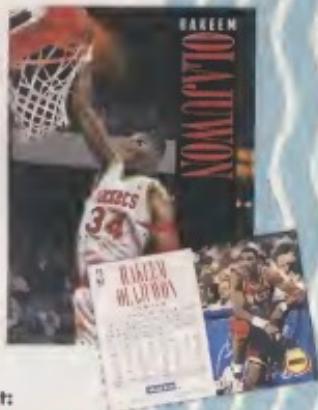
They're UV-coated and feature a fluorescent SkyBox "ball swoosh." Check out the randomly inserted Dual Autographed Cards, signed by All-Stars Hakeem Olajuwon and David Robinson. Also look for the 24-card Ragin' Rookies and the premiere of SkyBox's NBA Draft Picks 27-card set.



UPPER DECK SERIES ONE

The 180-card regular set features a 90-card Special Edition set printed on silver foil. A 10-card Basketball Heroes insert set highlights Michael Jordan's B-ball career. Also look for these subsets: a 14-card USA Basketball's Dream Team 2, a 10-card All-Rookie Team and a 15-card All-NBA Team.

What kind of cards do you collect? Write to the Card Shark:
DISNEY ADVENTURES, Card Shark, 114 Fifth Avenue, New York, NY 10011



At the crack of the bat, you're
flying up to reach for the ball,
only to realize that either
you're dreaming or you've
been staring way too hard at
your new Donruss baseball
cards, wondering,

"How come I don't
do this
for a living?"

Look for randomly inserted SUPER PACKS
containing complete insert card sets.



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Where Your Dreams Are In The Cards.

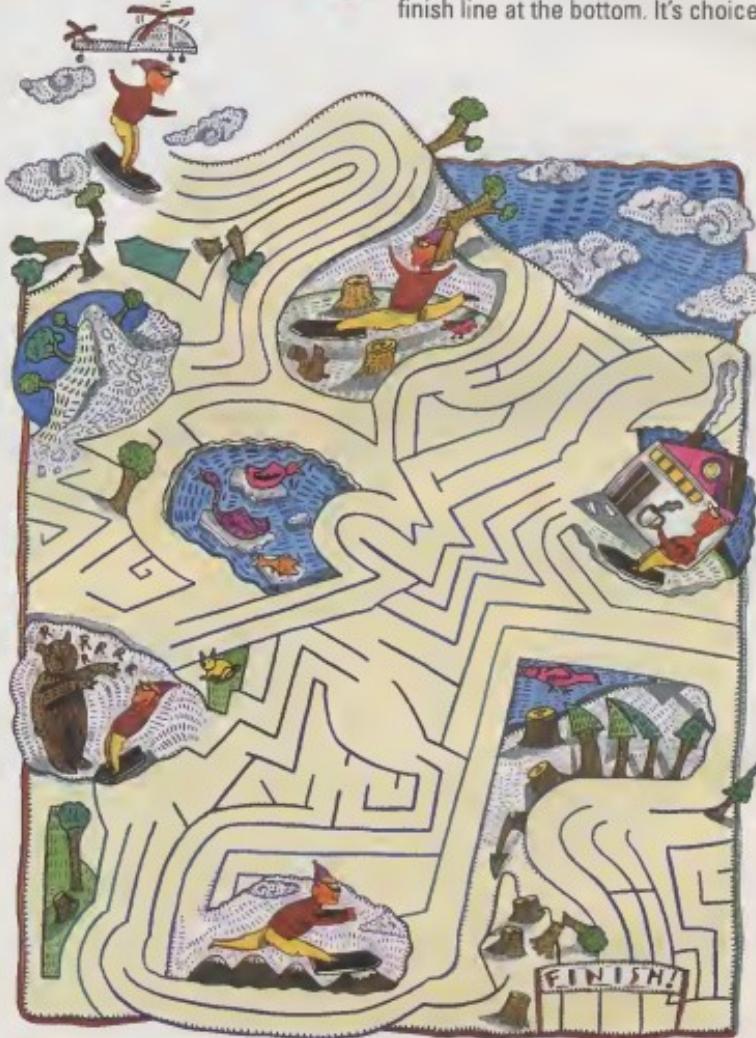


PUZZLES

GAMES & ACTIVITIES

shred it!

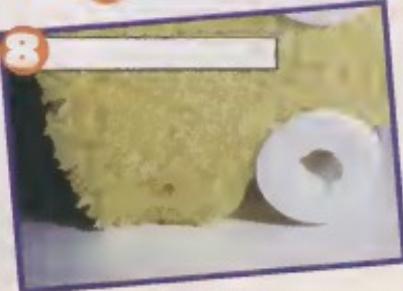
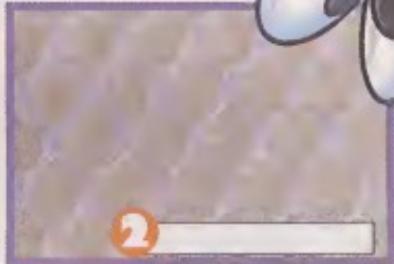
Grab your snowboard and go for an epic run down this gnarly hill. Start at the top of the maze and go big till you get to the finish line at the bottom. It's choice!



eye boggliers

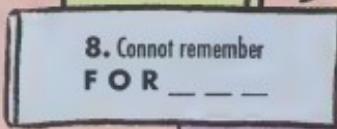
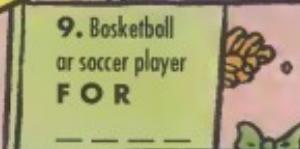
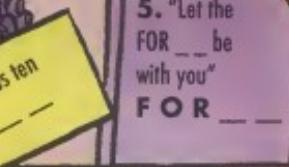
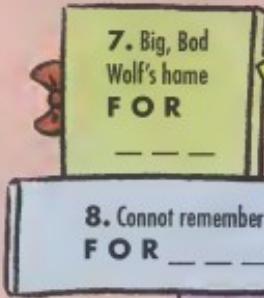
Can you recognize these common items this close up?

Try to figure out what they are, and put your answers in the boxes.



Just for you

Can you use the clues to figure out these words that start with F-O-R?
(Hint: Each answer is one word.)



ANSWERS



SHRED IT

1. Fore
2. Fork
3. Fort
4. Ford
5. Force
6. Forty
7. Forest
8. Forget
9. Forward
10. Forgeby
11. Formula
12. Forfeit
13. Fortune
14. Forbidden

JUST FOR YOU



EYE BOGGLES

1. Fishing lure
2. Kitchen sponge
3. Drill chuck
4. Seat belt
5. Grease pencil
6. Eye-glass leash
7. VCR/Antenna cable
8. Sponge mop

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see you

next month!

Go one-on-one with **Shaq**—on the court and in his new video game, Shaq-Fu. Don't worry, you've got the advantage. Some of his biggest courtside rivals told me how they beat him at his own game!

Shaq



You might say I'm **Nathan Cavaleri**-crazy. I followed the 12-year-old **guitar shred-master** around for a week! Finally, I scored an interview. Check it out in Ticket.

Liz

Guess what's new?

standing on a piece of the



Plus, meet our underwater explorer who's discovered volcanoes and **mondo water worms**—all at the bottom of the ocean. He even found the *Titanic*! Don't miss any of these **cool** stories in the next issue of D.A.!

Phyllis

Ryan

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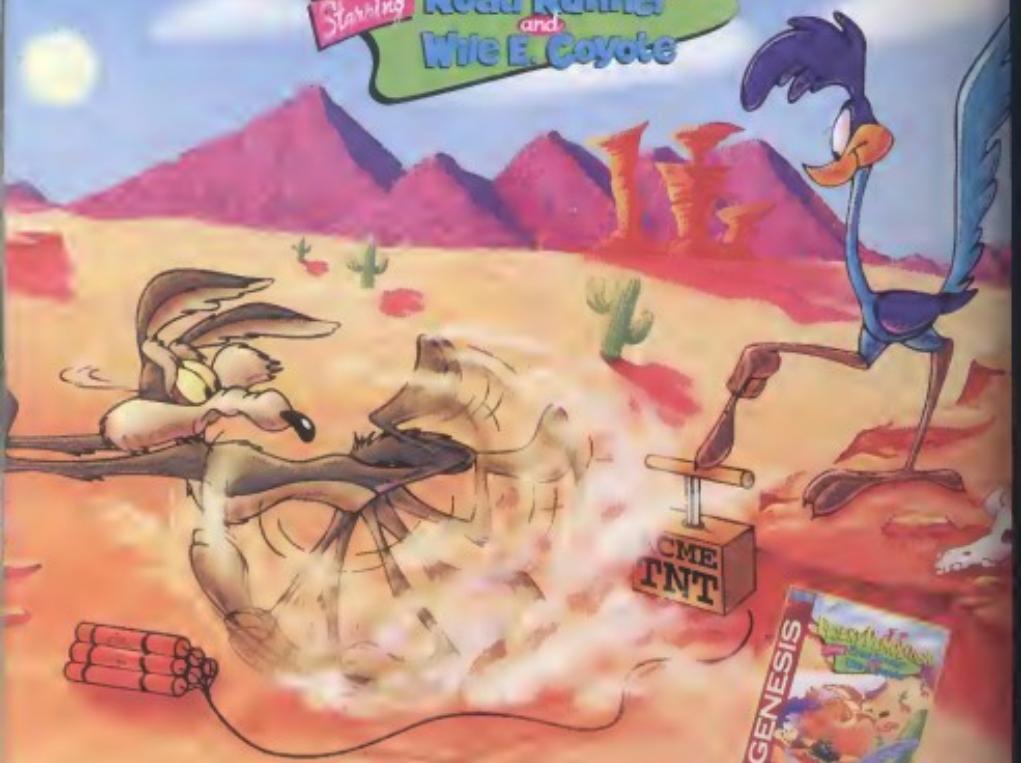
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